

Keshav Rungta

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

BS IN ELECTRICAL ENGINEERING
Expected June 2020 | San Diego, CA
Cum. GPA: 3.85

SKILLS

PROGRAMMING

Over 10,000 lines:

Java • C#

Over 5,000 lines:

C • HTML • CSS • MATLAB

Familiar:

C++ • JavaScript • Python

TECHNICAL

Agile Software Development • Unity
VR Development • Arduino • Soldering
Altium Designer • SolidWorks
EagleCAD • MATLAB • Oscilloscope
Function Generator • OrCAD Capture

MISCELLANEOUS

Public Speaking • Leadership
Teamwork • Communication • Writing

AWARDS

2017 1st Place UCSD Hack Day

TEACHING

UNDERGRADUATE LEAD TUTOR, ECE DEPARTMENT

January 2018 - Present
ECE 5 - Intro to Electrical and
Computer Engineering

COURSEWORK

UNDERGRADUATE

- Linear Systems Fundamentals
- Linear & Non-linear Optimization
- Probability and Statistics
- Object Oriented Programming
- Components and Circuits Lab
- Intro to Analog and Digital Design
- Vector Calculus, Discrete Math

EXPERIENCE

VIDEO PROCESSING LAB | UNDERGRADUATE RESEARCHER RE-CONSTRUCT SCENE FROM POINT CLOUDS, SCANNED BY STEREO CAMERA, IN VR ENVIRONMENT

May 2018 – Present | San Diego, CA

- Created scene with Unity and C# to render point clouds at 96 fps
- Implemented UI system for user to manipulate cloud and move in scene
- Working on scene to interact with multiple clouds then make it dynamic
- Presented at the Summer Research Conference, 2018, at UCSD

PROJECT IN A BOX | TEAM LEAD

DESIGNING A PROJECT IN UNITY TO TEACH STUDENTS VR DEVELOPMENT

October 2018 - Present | San Diego, CA

- Leading team of 4
- Created scene for the maze and the player controller

IEEE - MICROMOUSE | TEAM MEMBER

CAR WILL FIND QUICKEST ROUTE TO CENTER OF ANY 12' X 12' MAZE

October 2017 - June 2018 | San Diego, CA

- Designed PCB using Altium and soldered electrical components onto PCB
- Designed and 3D printed mechanical components of the mouse using Solidworks

TRITON XR | PROGRAMMER

DREAMS OF PHILLIP AISLING - VR GAME, FOR GOOGLE DAYDREAM, TO TEACH PLAYERS ABOUT LUCID DREAMING

Jan 2017 – Sept 2017 | San Diego, CA

- Designed and Developed character movement, UI using Unity and C#
- In charge of scene management, scene navigation, object interaction, and game interactions

VRTRACKING | Co-DEVELOPER

MOVE IN VR ENVIRONMENT WITHOUT EXTERNAL CAMERAS OR SENSORS

Jan 2017 | San Diego, CA

- Created tracking system that converted accelerometer data from phone to map position in VR environment
- In charge of data handling - finding way to convert acceleration data to position data
- Project placed 1st at UCSD Hack Day

ORGANISATIONS

ETA KAPPA NU, KAPPA PSI (HKN) | ECE DEPT. CHAIR

PROVIDING ACADEMIC, TECHNICAL, PROFESSIONAL DEVELOPMENT FOR ENGINEERING COMMUNITY

April 2018 - Present | San Diego, CA

- Designing and Hosting estimated 20 workshops related to different Electrical and Computer Engineering topics for estimated 200 attendees
- Lead for hardware and budgets in H.A.R.D. Hack, a 24 hour hardware based hackathon at UCSD, for estimated 250 participants