Keshav Rungta

Website: http://keshavr.me
krungta@ucsd.edu | (+1) 858.729.4125/ (+91) 801.739.3608

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

BS in Electrical Engineering
Expected June 2020 | San Diego, CA
Jacobs School of Engineering
Cum. GPA: 3.93
Major GPA: 3.96

LA MARTINIERE FOR BOYS

Grad. May 2016 | Kolkata, India

COURSEWORK

UNDERGRADUATE

- Components and Circuits Lab
- Circuits and Systems
- Intro to Analog and Digital Design
- Vector Calculus, Differential Equations + Linear Algebra
- Intro to Discrete Math
- Mechanics + Electricity and Magnetism + Fluids, Thermodynamics, Optics, Relativity + Quantum Mechanics

TEACHING

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

SKILLS

PROGRAMMING

Over 10,000 lines:
Java • C#
Over 5,000 lines:
C • HTML • CSS
Familiar:
C++ • JavaScript • Python

LANGUAGES

English • Hindi • Bengali

MISCELLANEOUS

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

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

ETA KAPPA NU, KAPPA PSI (HKN) | ECE Dept. Chair

HKN is IEEE's honour society
April 2018 - Present | San Diego, CA

- In charge of creating and hosting numerous workshops related to Electrical and Computer Engineering
- In the planning committee for H.A.R.D. Hack, a 12 hour hardware hackathon in UCSD

IEEE - MICROMOUSE | Team Member

Car will find quickest route to center of any 12' x 12' maze
October 2017 - Present | San Diego, CA

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

UCSDVR CLUB | Programmer in Team Lucid

Dreams of Phillip Aisling - VR game to teach players Lucid Dreaming
Jan 2017 – Sept 2017 | San Diego, CA

- Worked on Character Control and Environment teams to make game for Google Daydream
- Used Unity and C# to design and develop character movement, UI, scene management and object interaction

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
- Worked on data handling - finding way to convert acceleration data to position data
- Project placed 1st in UCSD Hack Day

AWARDS

2017 1st UCSD Hack Day