Keshav Rungta

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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

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

TEACHING

UNDERGRADUATE LEAD TUTOR ECE DEPARTMENT

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

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

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

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

IEEE's Honour society focuses on providing academic, technical, professional development for engineering community
April 2018 - Present | San Diego, CA

- In charge of creating and hosting estimated 20 workshops related to Electrical and Computer Engineering for estimated 200 attendees
- In the planning committee for H.A.R.D. Hack, a 24 hour hardware hackathon in UCSD, for estimated 200 participants

IEEE - MICROMOUSE | Team Member

Car will find quickest route to center of any 12' x 12' maze
October 2017 - June 2018 | 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, for Google Daydream, to teach players about Lucid Dreaming
Jan 2017 – Sept 2017 | San Diego, CA

- Used Unity and C# to design and develop character movement, UI
- 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
- 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