



VISHNU PREM

Mechatronics engineer with quick grasping skills looking for junior positions to work closely with technology

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🏠 Abu Dhabi, UAE

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🌐 Website

🐙 Github

EDUCATION

2018	Bachelor of Technology in Mechatronics Engineering with minor in Robotics and Automation <i>Manipal Academy of Higher Education (MAHE), Dubai</i> Dissertation topic: Landmark based Localisation of Indoor mobile robot using Object recognition CGPA: 9.46/10	Dubai, UAE
2014	CBSE Board 12th Grade, Science stream <i>Sunrise English Private School, Abu Dhabi</i> Percentage: 94.6%	Abu Dhabi, UAE
2012	CBSE Board 10th Grade <i>Our Own English High School, Abu Dhabi</i> CGPA: 9.8/10	Abu Dhabi, UAE

WORK EXPERIENCE

Oct 2018 - Present	Intern(Digital Media & IT department) <i>PICO International (Brand activation company)</i> <ul style="list-style-type: none">Assisted in project management of Sliding screen activation for NPCC at ADIPEC 2018Conceptualization of new technical solutions for brand activationResearch on methods to automate HVAC system based on human occupancyGeneral IT support	Dubai, UAE
Feb 2018- Jun 2018	Undergraduate Student Researcher <i>Autonomous Systems and Advanced Robotics Research Centre, University of Salford</i> <ul style="list-style-type: none">Worked closely with project mentor to conduct research on indoor robot navigation and localizationDeveloped deep learning based program to detect objects from an imageDesigned, developed and tested algorithm for implementing navigation, localization and obstacle avoidance in mobile robot	Manchester, UK
Jul 2016- Aug 2016	Engineering Trainee <i>Dolphin Oilfield Equipment Services LLC</i> <ul style="list-style-type: none">Worked closely with senior employees to learn about different heat exchangers and manufacturing methodsTrained on various techniques of heat exchanger assembly and maintenance	Abu Dhabi, UAE

ACADEMIC PROJECTS

Feb 2018 – May 2018	Landmark based Localisation and Navigation of Indoor Mobile Robot using Object recognition TECHNOLOGIES: Java, Python, Tensorflow, OpenCV, Pioneer 3DX robot <ul style="list-style-type: none">Developed algorithm for Indoor mobile robot to navigate using RGBD sensor dataDeveloped algorithm for robot localization by triangulation based on position of indoor landmarksCarried out obstacle avoidance using sonar sensor data	video source code
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Nov 2016 – Feb 2017	Chess Playing Robot TECHNOLOGIES: Python, CAD, 3D Printing, Arduino, OpenCV <ul style="list-style-type: none"> • Built a robot that can play chess ground-up • Developed image processing algorithm for detecting and identifying chess move made by human player • CAD design and 3D printing of gripper and mechanism to pick and place chess pieces • Implementation of electromechanical components for control of robot arm • Overall integration of image processing, robot arm mechanism, move deciding algorithm and electrical components and motors to form a chess playing robot capable of beating a human 	video source code
Jul 2017 – Aug 2017	Gait development for Bipedal Agent TECHNOLOGIES: Python, Machine Learning, Genetic Algorithm <ul style="list-style-type: none"> • Design and development of control system for locomotion of two legged agent • Built a neural network from scratch and optimized to be a controller using genetic algorithm • Evaluation of performance carried out in simulation 	video source code
Nov 2016	Motion tracking Camera TECHNOLOGIES: Python, Arduino, OpenCV, Image Processing <ul style="list-style-type: none"> • Development and implementation of algorithm to detect motion in dynamic images • Implemented closed loop control of motor to turn camera towards detected motion 	source code
Oct 2016	Automated Vehicle Headlights TECHNOLOGIES: Python, Raspberry Pi <ul style="list-style-type: none"> • Vehicle headlights toggles based on brightness of the environment 	
Mar 2015	Geneva wheel indexer prototype TECHNOLOGIES: CAD, 3D Printing <ul style="list-style-type: none"> • CAD design of Spur gears and Geneva wheel mechanism • Rapid prototyping of parts by 3D printing followed by assembly 	
Jul 2013	Tic-Tac-Toe Bot TECHNOLOGIES: C++ <ul style="list-style-type: none"> • Developed software platform to enable user to play tic-tac-toe on a computer • Developed algorithm to defeat human opponent in a game and integrated it with the platform 	source code

HONORS AND AWARDS

Mar 2018	1 st Place as Lecturer in the university category at ‘Young Lecturers/Poster presentation Competition’ <i>hosted by Institute of Physics(IOP) at Manchester Metropolitan University, Manchester, UK</i>
Dec 2017	2 nd Place for ‘Best Manager’ Competition <i>hosted by School of Business, MAHE Dubai</i>

PUBLICATIONS

“Landmark-Based Localisation Using Object Recognition Based Triangulation for Service Robots”- title of journal paper currently under review for a Springer journal, co-authors: Dr. Theo Theodoridis, Royson D’Souza

TEACHING AND MENTORING EXPERIENCES

- Apr 2017 Head of Mechatronics Department for Technovanza-2017(student organized annual technical festival) held in MAHE Dubai
- Planned and organized department event
 - Delegated tasks and allocated budget
 - Mentored all junior student volunteers in Mechatronics department

CERTIFICATIONS

- Oct 2018 HTML Fundamentals
SoloLearn
- Aug 2018 C# Training Course
SoloLearn
- Feb 2018 CCNA Routing and Switching: Introduction to Networks
Cisco Networking Academy

TECHNICAL SKILLS

Languages

Python <i>Proficient</i>	C++ <i>Proficient</i>	Java <i>Proficient</i>	C# <i>Intermediate</i>
Lua <i>Basic</i>	HTML <i>Basic</i>		

Software

PTC Creo <i>Intermediate</i>	SolidWorks <i>Basic</i>	MatLab <i>Intermediate</i>	LabVIEW <i>Basic</i>
V-rep <i>Basic</i>	ROS <i>Basic</i>	Unity3D <i>Basic</i>	MS Excel <i>Intermediate</i>
