

VISHNU BHAGIRATHAN

Contact Info

- +91 8848752606
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- Viz38.github.io
- Kerala, India

CAREER OBJECTIVE

A Computer Science & Engineering graduate looking for an opportunity in a field that would help improve my domain and technical skills and dedicate it to the organisation's overall benefit and get me opportunities to explore new domains.

EDUCATION HISTORY

- Bachelor in Engineering**
2017 - 2021
 - Visvesvaraya Technological University (VTU)
 - Computer Science and Engineering
 - CGPA 6.84
- Senior Secondary (12th grade)**
2016 - 2017
 - Kendriya Vidyalaya [CBSE]
 - Computer Science
 - 70%
- Secondary School (10th grade)**
2014 - 2015
 - Kendriya Vidyalaya [CBSE]
 - 84%

INTRESTS & SKILLS

- Teaching
- Innovation
- Philosophy
- Teamwork
- Adaptability
- Interpersonal communication skills
- Practical knowledge of SQL and database concepts
- Python, C/C++, Java, HTML, CSS, SQL Server, AWS
- Adobe Creative Cloud
- UI/UX



LANGUAGE PROFICIENCY

English 95%
Hindi 90%
Malayalam 88%

Tamil 75%
Kannada 65%
Gujrati 50%

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PROJECTS

Door Locking system (3rd Sem)

(Group Project)

A door locking system with IC 555. The objective of this project is to implement a password locking system.

Drone (4th Sem)

(Group Project)

Assembling and operation of a quadcopter based on open source flight-controlled software.

Railway Reservation System (5th Sem)

(Group Project)

The purpose of the project is to build an application program to reduce the manual work for managing ticket booking, station management, timetable and customer data.

Maze game with graphics (6th sem)

(Group Project)

Assembling and operation of a quadcopter based on open source flight-controlled software.

Online Chat Client (7th sem)

(Group Project)

An online chat client using using PHP, MYSQL and CSS where users can message a global chat. The user can also change/upload their profile picture and upload images to their profile like a gallery. The project was submitted as our web lab mini project.

Am the eye (Final Year)

(Group Project)

An embedded device for helping blind people to use the smartphone without touching it. Consisting of three components namely an app, a membrane keyboard glove and an LRA motor interface. Am the eye is a project approve by K-Tech Innovation Hub.

INTERNSHIPS

K-tech Innovation Hub (PACE-NAIN incubation Centre)

[3rd April 2021 to 5th May 2021]

This initiation aims to encourage entrepreneurship and innovation it is proposed to establish incubation centres in the ICT sector in association with selected engineering colleges at district headquarters.

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COURSES AND WORKSHOPS

- **AWS** - Operations/Support Engineering - Cloud Computing 101
- **365 Data Science** - The python programmer Bootcamp
- **365 Data Science** - Git and Github
- **FSMK CAMPS 2019** - Data Science and AI
- **Geekslab Technologies in association with AIESEC IIT-Delhi** - MATLAB and Quadcopter
- **IBNC India** - Android and Java
- **IBNC India** - Ethical hacking and Cyber security
- **Computer Society of India** - Image analytics using Python - OpenCV

ACHIVEMENTS AND ACIVITIES





- **Selected to the final round of ARM DESIGN CHALLENGE 2018** - conducted by ARM at IIIT Bangalore
- **Selected for DST & TexasInstruments India Innovation Challenge Design Contest 2018** - Anchored by IIM, Bangalore
- **2nd rank in Hactober fest hackathon** - conducted by Sahayadri college of Eng. Mangalore
- **Opencode '19** - held at IIIT, Allahabad
- Speaker for CSS for WebDev workshop - held online for **GLUG PACE**
- Speaker for WebDev workshop - held at **PA College of Engineering**
- **Veztech** - Co-Founder of a Web and business development solutions company
- **Computer Society of India** - Project was selected as one of the best projects among the three projects selected in the project exhibition for the academic year 2020-21
- **Time magazine's** - Person of the Year (2006)

EXTRA CURRICULAR

- Mozilla Campus Club Lead
- GLUG Pace Website Maintainer (2019-2020)
- Glug Pace Technical Lead
- Internship at United Nations (V-Force volunteering)

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WORK EXPERIENCE

Freelance web developer

[2019 - Present]

For references and work samples please visit my portfolio at (<https://viz38.github.io>).

SGBS Unnati Foundation (UNXT) - Change Maker

[Feb 2023 - Sep 2023]

My experience as a Change-Maker at SGBS Unnati Foundation(NGO) has been instrumental in developing my skills as an educator, mentor, and advocate for underprivileged students. It has provided me with valuable insights into the power of education in driving social change. As a Change-Maker, I work directly with students, providing them with guidance and support to help them achieve their educational and career goals. I collaborate with a team of professionals to design and implement personalized learning paths for a student.

Fun project and club websites

Please visit my GitHub profile at (<https://github.com/Viz38>) to view all the fun projects and club websites done during my UG.

Knight Bite, Mangalore

[May 2021]

Customer sales and support agent, where I handled various customer queries and managed their food order and customer details database.

DECLARATION

I affirm that the above information is true and correct to the best of my knowledge and belief.