Vishesh Agrawal

awalvie.me │ agrawal.vishesh.178@gmail.com

EDUCATION

NIRMA UNIVERSITY
B.Tech in Information Technology
2016–2021 │ Ahmedabad, IN
Grade │ 7.2

ST ANTHONY'S SCHOOL
High School
Grad. May 2016 │ Udaipur, IN

LINKS

GitHub/awalvie
LinkedIn/vishesh-agrawal

INTERESTS

System Architecture
Free/Libre Software
DevOps
Unix

HOBBIES

Philosophy
Literature
Linguistics
Self-Reliance

SKILLS

PROGRAMMING
Python • C

FRAMEWORKS
OpenGl • Flask

TECHNOLOGIES
Make • CMake • Markdown
Git

FAMILIAR
Rust • JavaScript• HTML/CSS
Django • Redis • C++
Bash

EXPERIENCE

MAKERA   Backend Developer
May 2020 – Present │ Remote
- Provision API routes with a backend written in Flask.
- Created tables and their internal relations. Wrote queries for communication between frontend and backend servers in PostgreSQL.
- Deployed production server for both the frontend and backend with NGINX.

INVENTUM PVT. LTD   Engineering Intern
May 2019 – June 2019 │ Chennai, IN
- Built, compiled and configured an LFS (Linux From Scratch) distribution for a router product for the company.

CRIO.DO   Teaching Assistant
Jan 2020 – Present│ Remote
- Assist students during Crio Workshops and Tryouts.
- Bug test and give opinion on new features for workshops and modules.

PROJECTS

TENGI   Shell
ANCI C
A minimal shell written in C. The goal with the project was to learn how a UNIX shell works and communicates with process and system calls. The project is written to be cross-platform and has no dependencies except needing a C Compiler.

LYCEUM   Static Site Generator
ANCI C
A Static Site Generator, written with the primary goal of being simple and protable. The project uses no external libraries and build natively on any platform. It renders Text files with metadata about the file on top into plain HTML.

VOXEL   Game Engine
C++, OpenGL
A Game Engine written in C++ and OpenGL. The engine used voxels as the base unit of rendering rather than pixels. The goal with the project was to learn the basics of game development because I've play a lot of them from a very young age!

LIBRELOG   Book Cataloguing System
Python, Django
A basic Library Management System, built as part of a college project to learn the basics of Django and DBMS.