

# Vishesh Agrawal

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## EDUCATION

NIRMA UNIVERSITY  
B.Tech in Information Technology  
2017–2021 | 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

COMFORTABLE WITH  
Python • C

FRAMEWORKS  
Django • Flask

FAMILAR TECH  
Make • CMake • Redis  
Websockets • WebRTC • PSQL  
OpenGL • SDL2 • Docker  
DigitalOcean • Apache Kafka

FAMILIAR LANGUAGES  
Rust • JavaScript • HTML/CSS  
C++ • Bash • Golang

## EXPERIENCE

MAJOR LEAGUE HACKING Student Fellow  
Remote

- Contributed to Kiwi TCMS to increase code coverage in Django
- Currently adding integration for Apache Kafka in BentoML

MAKERA Backend Developer  
May 2020 – October 2020 | 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 | Noida, IN

- Built, compiled and configured an LFS (Linux From Scratch) distribution.

## PROJECTS

MLH TOWNSHIP Web Application  
NodeJS, Websockets, WebRTC

MLH Township harnesses the power of websockets and webRTC to provide the fellows a playground where they can communicate and hang out with each other in the game-like setting of MLH Town.

COVIDAID Mobile Application  
Python

A Hackathon Project made during our first week at MLH. I was responsible for provisioning the backend, written in Flask, writing the core APIs, documenting the APIs and deploying it using NGINX.

TENGI Shell  
ANSI 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.

LYCEUM Static Site Generator  
ANSI C

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

SERSIM HTTP Server  
ANSI C

HTTP Server written in C to locally serve lyceum.

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