

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
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.

LYCEUM Static Site Generator
ANCI 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
ANCI 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