

# Vishesh Agrawal

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## 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 • Go

## EXPERIENCE

**MAJOR LEAGUE HACKING** Student Fellow  
Remote

- Spending three months contributing code to crucial open source infrastructure in the Python ecosystem. Currently contributing to the Kiwi TCMS project

**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

**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