

Vivek Vijayan

Audio Developer

I am a third year Computer Science Student who is interested in Sound and Music Computing

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Contact

Portfolio:

Github: github.com/enter-opy

LinkedIn: linkedin.com/in/vivek-vijayan-062a18212

Education

12/2020 – now Bachelor of Technology in Computer Science

GPA: 7.82

Fee waiver

College of Engineering Chengannur

06/2018 – 03/2020 Higher Secondary Education in Computer Science

Percentage: 98%

St. Berchman's Higher Secondary School Changanacherry

Volunteering Experience

Joint Convenor

IHRD Tharang 2023 (National Level Techno-Cultural-Entrepreneurial event organized by the Institute of Human Resources Development (IHRD))

- Lead the video team and created video contents for the promotion of IHRD Tharang 2023
- Created a promo song for IHRD Tharang 2023
- Created puzzles using HTML and CSS for Center-a-div event conducted as part of IHRD Tharang

Convocation Ceremony Coordinator, CEC Talks Coordinator

Alumni Relation Cell CEC

- Volunteered in several activities for establishing strong relation with alumnus
- Edited podcasts for Cecify Radio (ARC CEC's Podcast series on Spotify)

Media Team Member

IEEE SB CEC

- Created video contents for Nirmana, Daksha and Emergence 2.0 conducted by IEEE SB CEC

Media Team Member

TinkerHub CE Chengannur

- Created video contents for Web Set Go, Hacktober fest Introduction and UI/UX Workshop conducted by TinkerHub CE Chengannur

Skills

Top Skills

- Strong knowledge in digital signal processing
- Experience developing audio applications and plugins
- Professional music composer and producer
- Sound design and mixing
- Theoretical knowledge in Acoustics and Wave Physics
- Creative thinking for problem solving
- Strong grasp of machine learning algorithms

Programming languages

C

C++

Python

MATLAB

Chuck

Faust

Cmajor

Verilog

Java
HTML, CSS, JavaScript

Tools

Visual Studio Community
Visual Studio Code
Android Studio
Git
CMake
Jupyter notebook
PureData
GeoGebra Calculator Suite
FL Studio
Logic Pro X
Cubase
Ableton Live
Izotope RX
Adobe Photoshop, Premiere Pro, After Effects
Figma

Frameworks, Libraries and APIs

JUCE
Maximilian
Rubber Band
Q
Numpy
Pandas
Matplotlib
Scikit-learn
Essentia
OpenGL
OpenCV

Projects

Sound of music

Sound of music is an audio effect plugin created using C++ JUCE framework. It lets you add digital artifacts such as bit crushing, down sampling, jitter and hard clipping to an audio signal. It features three adjustable bands and each band can be processed individually.

Project link - github.com/enter-opy/sound-of-music

Pulp fiction

Pulp fiction is an audio effect plugin created using C++ JUCE framework inspired by the works of 6091music. It lets you add water splash and stream samples to transients and sustains of an audio signal respectively.

Project link - github.com/enter-opy/pulp-fiction

Present.io

Present.io is an android attendance taking app created using Kotlin and Firebase for FOSS Hack 3.0 conducted by FOSS United. It lets you take attendance by allowing users connect to a Wi-Fi and the admin can view the list of all users connected to the Wi-Fi.

Project link - github.com/steveaugustine/In-Kyoobeh

Numbur

Numbur is a number guessing game created using HTML, CSS and JavaScript inspired by Wordle. The player is given 8 chances to guess the number. Each time the player enters a wrong number it lets you know whether it is a factor of the target number.

Project link - github.com/steveaugustine/numbur

Achievements

SMIFA Shorts 2019

Best Music Director – Malayalam Category

Courses and Certifications

Accelerated Computer Science Fundamentals Specialization

University of Illinois at Urbana-Champaign

Digital Signal Processing Specialization

École Polytechnique Fédérale de Lausanne

Music as Biology: Why we like to hear and Why

Duke University

Intro to Acoustics

Korea Advanced Institute of Science and Technology (KAIST)

Introduction to Classical Music

Yale University

