J Keshav Bhupathy Vignesh

PERMANENT ADDRESS

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LANGUAGES KNOWN

English, Tamil, Malayalam, Kannada

POSITIONS OF RESPONSIBILITY

- **The head of the College Dramatics club script team**
- **Head of the cinematography team** of the college MOOC initiative
- **Video Editor for various technical and cultural fests conducted in the college including the TEDx Event**

ACHIEVEMENTS

- Graduated as **one among the top 10** of the **2018 computer Science batch** in college
- Won the **second prize in the Open house competition** conducted by the **Computer Science and engineering department** for a project
- **School First** in class X and XII board examinations

OTHER INTERESTS

- **Film Making**
- **Game Development**
- **Magic**
- **Graphics/VFX**

WORK EXPERIENCE

Wipro Limited Bengaluru, India
Project Engineer (Autonomous Robots Research Team) *July 2018 – Present*

- Currently Involved in the design and development of **Scalable and Configurable Robotic Software Modules** for reusability across solutions
- Designed and co-developed a **GUI based Calibration tool** that simplifies the manual workflow involved in Robot Hand-eye calibration and **reduces the process time from hours to minutes**
- The **Software/Hardware Integration Engineer** for a **Mobile Manipulator** Project – Designed and developed a central control system that communicates with the various modules of the Robot and makes future decisions
- Also developed a **Web based Monitoring and Control System** for the above project
- Robot **Arm Motion Planning** Research
- Developed a completely **ROS compatible Simulation Testing Framework** for one of the Robot applications

Gethu Games Chennai, India
Junior Developer (Intern) *December 2016 – January 2017*

- Designed an **AI for a mobile board game** that the user can play with
- Given the current board state the AI decides on the next optimal move and **responds in less than 50ms**
- Designed a **REST API** to support the web version of the game

COMPETENCIES

TECHNICAL SKILLS:

- ***Languages****: Python, HTML5, JavaScript, SQL, CSS, C/C++*
- ***Softwares and Platforms****: Robot Operating System (ROS) and related Software including Gazebo, Moveit! and RViz, Qt Designer, Postman, Flask, Django TensorFlow, Git, Google Cloud Platform, MATLAB*
- ***Hardware Platforms Programmed*** *– Arduino, Raspberry PI*

OTHER SKILLS:

- ***Graphics Design Software*** *– Adobe After Effects, Adobe Premiere Pro, Sony Vegas Pro, Power Director, Adobe Photoshop**,** Blender*

PERSONAL PROJECTS

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- **A physical chessboard that the user can play with, without the need of an opponent. The opponent pieces move by themselves. There are no visible moving mechanisms.**
  The software was designed primarily on Embedded C and Python. The project also involved designing cheaper alternatives to various moving mechanisms under the hood
- **Efficient Home Energy Management and Intelligent Temperature Control System using Deep Learning**
  Tools Used: Python, SQLite, Raspberry Pi, HTML5, JQuery, Bootstrap, Flask
- **Tamil Handwritten Character Recognition using Deep Learning**
  Tools Used: Python, TensorFlow, JQuery, Bootstrap, Flask
- **Traffic Optimization using a rudimentary ant colony optimization technique**
  Tools Used: C++

EDUCATION

B.Tech Computer Science and Technology ***2014 – 2018***

- Vellore Institute of Technology CGPA – 9.23 / 10.00