PERMANENT ADDRESS

Subiksha Hospital, 1st Mile, Chellarcovil P.O, Kumily - 8, Idukki District, Kerala – 685512



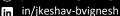
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jkeshav-bvignesh.github.io



ACHIEVEMENTS

- 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

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 including the TEDx Event

OTHER INTERESTS

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

J Keshav Bhupathy Vignesh

WORK EXPERIENCE

Wipro Limited

Bengaluru, India

Project Engineer (Autonomous Robots Research Team)

July 2018 - Present

- 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, JavaScript, SQL, HTML, CSS, C/C++, PHP
- Softwares and Platforms: Robot Operating System (ROS) and related Software including Gazebo, Moveit! and RViz, Postman, TensorFlow, Git, Flask, Google Cloud Platform, MATLAB
- Hardware Platforms Programmed Arduino, Raspberry PI

OTHER SKILLS:

- Graphics Design
 - o Proficient in Adobe After Effects, Adobe Premiere Pro, Sony Vegas Pro & Power
 - o Familiar with Adobe Photoshop, Blender

NOTABLE PROJECTS

(i) /jkeshav-bvignesh

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
- A game theoretical approach to solve Network Congestion Tools Used: C++, NS2
- 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