

# J. Keshav Bhupathy Vignesh

## EDUCATION

<b>B.Tech Computer Science and Technology</b> <ul style="list-style-type: none"><li>Vellore Institute of Technology</li></ul>	<b>2014 – 2018 (Expected)</b> CGPA – 9.18 / 10.00
<b>Class XII, CBSE</b> <ul style="list-style-type: none"><li>Montfort Senior Secondary School</li></ul>	<b>2012 – 2013</b> Percentage – 90.80%
<b>Class X, CBSE</b> <ul style="list-style-type: none"><li>Montfort Senior Secondary School</li></ul>	<b>2010 – 2011</b> CGPA – 10.00/10.00

## COMPETENCIES


### TECHNICAL SKILLS:

- Languages:** Familiar with C/C++, Python, JavaScript, SQL, HTML, CSS, PHP
- Softwares and Platforms:** Familiar with Postman, TensorFlow, Git, Flask, Google Cloud Platform, MATLAB
- Project Management Softwares:** Used Rational Requisite Pro, Rational Rose, Rational Software Architect
- Simulation Tools** – Used Keil uVision, LT Spice, PSpice, RIDE (8051), Flash Magic, NS2
- Hardware Platforms Programmed** – Intel 8051 Microcontroller, Intel 8086 Microprocessor, Raspberry PI

### OTHER SKILLS:

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

## NOTABLE PROJECTS

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- 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++

## EXPERIENCE

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| <b>Gethu Games</b><br>Junior Developer | Chennai, India<br>December 2016 – January 2017 |
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- 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

## PERMANENT ADDRESS

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

 (+91) 98407 86987  
 jkeshav.bvignesh@gmail.com  
 jkeshav-bvignesh.github.io  
 in/jkeshav-bvignesh

## 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 **Dramatics club script team**
- Head of the **cinematography team** of the college MOOC initiative

## OTHER INTERESTS

- Film Making
- Magic
- Graphics/VFX