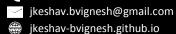
## **PERMANENT ADDRESS**

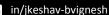
Subiksha Hospital, 1st Mile, Chellarcovil P.O, Kumily – 8, Idukki District, Kerala – 685512



(+91) 98407 86987



**ACHIEVEMENTS** 



#### iii/Jkesiiav-bvigiiesi

- 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 college including the TEDx Event

## **OTHER INTERESTS**

- Film Making
- Magic
- Graphics/VFX

## J. Keshav Bhupathy Vignesh

#### **EDUCATION**

## **B.Tech Computer Science and Technology**

• Vellore Institute of Technology

## **2014 - 2018**

CGPA - 9.23 / 10.00

## Class XII, CBSE

Montfort Senior Secondary School

## 2012 - 2013

Percentage – 90.80%

## 2010 - 2011

Class X, CBSEMontfort Senior Secondary School

## 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
  - 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.
  - 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++

### **EXPERIENCE**

## **Gethu Games**

Chennai, India

Junior Developer

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