J. Keshav Bhupathy Vignesh

PERMANENT ADDRESS

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LinkedIn: in/jkeshav-bvignesh

LANGUAGES KNOWN

English, Tamil, Malayalam, Kannada

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

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**

EDUCATION

B.Tech Computer Science and Technology — ***2014 – 2018 (Expected)***
- Vellore Institute of Technology — CGPA – 9.18 / 10.00

Class XII, CBSE — **2012 – 2013**
- Montfort Senior Secondary School — Percentage = 90.80%

Class X, CBSE — **2010 – 2011**
- Montfort 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*
  - *Familiar with Adobe Photoshop**,** Blender*

NOTABLE PROJECTS

Github: www.github.com/jkeshav-bvignesh

- **Intelligent Room temperature control and monitoring 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