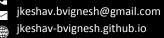
# **PERMANENT ADDRESS**

69, Thanal Residents Association Subiksha Clinic, 1st Mile, Chellarcovil P.O, Kumily – 8, Idukki District, Kerala – 685512



(+91) 98407 86987



in/jkeshav-bvignesh

# **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

# J Keshav Bhupathy Vignesh

#### **WORK EXPERIENCE**

#### Wipro Limited

Project Engineer (Autonomous Robots Research Team)

Bengaluru, India 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

(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
- 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