J. Keshav Bhupathy Vignesh

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EDUCATION

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

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

Montfort Senior Secondary School — **Anakkara, Kerala**
- Class X, CBSE, CGPA – 10.00/10.00 — 2010 – 2011

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

TECHNICAL DETAILS

***Languages**: Familiar with C/C++, Python, JavaScript, SQL, HTML, CSS*
***Softwares and Platforms**: Used MATLAB, TensorFlow, Git, Postman, Flask, Google Cloud Platform*

PROJECTS

- **Intelligent Room temperature control and monitoring System** — *February 2017– May 2017*
  Tools Used: Python, SQLite, Raspberry Pi, HTML5, JQuery, Bootstrap, Flask
  – This system **learns the user preferences**, using a **neural network** and then predicts the **optimal temperature**
  – The user can change the preferences and **monitor the system statistics using a website** from any location

- **Tamil Handwritten Character Recognition** — *February 2017– May 2017*
  Tools Used: Python, TensorFlow, JQuery, Bootstrap, Flask
  – An **interactive website** wherein the user can write characters of the Tamil language.
  – The website gives the **recognition probabilities** based on the character they have written using **convolutional neural networks**
  – The website can also be used to **gather more training data** from people who know the language

- **A game theoretical approach to solve Network Congestion** — *July 2016 – November 2016*
  Tools Used: C++, NS2
  – A game theoretical approach is proposed to **resolve network congestion among competing flows**

- An **optimal and fixed congestion window size** is allocated to each node in the network at the end of the game

- **Modified GPS Navigation system** *September 2015 – November 2015*
  Tools Used: C++
  - **Total travelling time** is also taken into account in predicting the shortest path using Dijkstra's algorithm. This would help to prevent traffic congestions.

ACHIEVEMENTS AND AWARDS

- 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**
- **Video Editing and VFX**