

PERMANENT ADDRESS

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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**

J. Keshav Bhupathy Vignesh

EDUCATION

B.Tech Computer Science and Technology

- Vellore Institute of Technology

2014 – 2018 (Expected)

CGPA – 9.18 / 10.00

Class XII, CBSE

- Montfort Senior Secondary School

2012 – 2013

Percentage = 90.80%

Class X, CBSE

- Montfort Senior Secondary School

2010 – 2011

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

Junior Developer

Chennai, India

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