J. Keshav Bhupathy Vignesh

PERMANENT ADDRESS

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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

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**

EDUCATION

B.Tech Computer Science and Technology	*2014 – 2018 (Expected)*
• Vellore Institute of Technology	CGPA – 9.14 / 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   ⊙ /jkeshav-bvignesh

- **Emotion Detection using smartphones with major focus on stress and depression(Ongoing)**

- **A physical chessboard that the user can play with, without the need of an opponent. The opponent pieces move by themselves (Ongoing)**

- **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