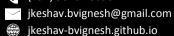
## PERMANENT ADDRESS

Subiksha Hospital, 1st Mile, Chellarcovil P.O, Kumily - 8, Idukki District, Kerala - 685512



(+91) 98407 86987





# **ACHIEVEMENTS**

- Won the second prize in the competition Open house 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
- **Editor**  Video for various technical and cultural fests conducted in the college including the TEDx Event

## **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 - 9.14 / 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
  - o Proficient in Adobe After Effects, Adobe Premiere Pro, , Sony Vegas Pro & Power
  - o Familiar with Adobe Photoshop, Blender

## **NOTABLE PROJECTS**

(ikeshav-byignesh)

- 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