J. Keshav Bhupathy Vignesh

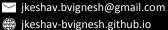
EDUCATION

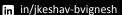
PERMANENT ADDRESS

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



(+91) 9840/ 8698/





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

B.Tech Computer Science and Technology

Vellore Institute of Technology

Class XII, CBSE

Class X, CBSE

• Montfort Senior Secondary School

Montfort Senior Secondary School

2014 - 2018 (Expected)

CGPA - 9.18 / 10.00

2012 - 2013

Percentage = 90.80%

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 Director
- o Familiar with Adobe Photoshop, Blender

NOTABLE PROJECTS

- 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

Chennai, India

Junior Developer

December 2016 - January 2017

Github: www.github.com/jkeshav-bvignesh

- 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