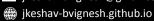
# **PERMANENT ADDRESS**

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



✓ jkeshav.bvignesh@gmail.com



in in/jkeshav-bvignesh

# **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
  - o Familiar with Adobe Photoshop, Blender

# **NOTABLE PROJECTS**

/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**

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