

Vivek Kaushal

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EDUCATION

IIIT HYDERABAD

B.TECH AND MS BY RESEARCH
 Computer Science and Engineering
 Expected graduation: 2021

ST.MICHAEL'S HIGH SCHOOL

Grad: March 2016 | 96.75%

LINKS

Github:// [kaushalvivek](#)
 LinkedIn:// [vivekkaushal1998](#)

COURSEWORK

Structured System Analysis and Design
 Data Structures
 Operating Systems
 Mathematics
 Introduction to Databases
 Computer Systems Organization

POSITIONS

- Head | Web Development, E-Cell, IIIT Hyderabad
 - Member of Student Parliament, 2016/17, 2017/18, IIIT Hyderabad
 - Organiser | Megathon'16, '17
- One of the Largest Student Organised Hackathons in India

SKILLS

PROGRAMMING

Day To Day :
 Python • HTML/CSS • JS • MySQL
 Familiar :
 C • C++ • Java • C# • Shell •
 GoogleScript

OTHER

Day To Day :
 Unity-3D • Django • Bootstrap •
 Materialize • XML/JSON • jQuery
 Familiar :
 Rails • Vuforia • Node4J • AWS

OPERATING SYSTEMS

Linux • OSX

LANGUAGES:

English | Hindi

EXPERIENCE

T-HUB | MARKET RESEARCH INTERN

Jan 2018 – Present | Hyderabad, India

- Wrote research papers for in-house publications.
- Topics varied from market opportunities to strategy analysis among others.

WOWSOME | SOFTWARE DEVELOPMENT INTERN

Jan 2017 – April 2017 | Hyderabad, India

- Worked with Vuforia in Unity3D for development of production scale Augmented Reality Application.

ENTREPRENEURSHIP CELL | HEAD - WEB DEVELOPMENT

Sept 2016 – Present | Hyderabad, India

- Developed two full fledged websites and lead a self-curated team of developers.
- Created stand-alone applications for outreach.

MEGATHON | TECHNICAL HEAD

May 2017 – Oct 2017 | Hyderabad, India

- One of the largest student organised Hackathons of India.
- Built a website, integrated payment, submission portals among others.

RESEARCH

IIIT-H COGNITIVE SCIENCES LAB | RISK ANALYSIS RESEARCH

Aug 2017 – Present | Hyderabad, India

Worked under **Dr.Kavita Vemuri** to develop **PlanIt**, a career simulation platform to analyse how individuals take risks and weigh real-life parameters.

SELECTED PROJECTS

SENTINEL

- An Augmented Reality based Ticket-Checking Application.
- An interactive frontend interface for scanning tickets, Unity3D with Vuforia integration.
- Backend integration with an AWS S3 Bucket for database collection.

INTERACTIVE WALL

- Augmented Reality based Advertising System.
- Developed in Processing using Kinect for enhanced user-interaction with advertising content.

72HOURS

- A full-featured E-Commerce portal in Django.
- Business model used - marketplace, C2C interaction.

TERMINAL SHELL

- A POSIX Architecture based shell in C, with syscalls.

E-CELL WEBSITE

- A full-fledged website made with Django, using Materialize and Bootstrap for frontend.