

# Vivek Kaushal

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Education	<b>IIIT, Hyderabad</b> 2016-2021 B.TECH, CSE WITH MS IN CONGNITIVE SCIENCES Bachelor of Technology in Computer Science and Engineering with Masters by research in Computer Science and Cognitive Sciences. Primary area of research being Neuroeconomics.
	<b>St.Michael's High School</b> 2006-2016 HIGH SCHOOL DIPLOMA High School Diploma in Sciences and Information Practices with 95.6%.
Interests	Research: Behavioral Economics • Decision Making • Risk Academics: Machine Learning • Artificial Intelligence • Game Theory • Cognitive Sciences Development: Shell Scripting • Data Mining • Data Analytics • Augmented Reality
Experience	<b>Cognitive Sciences Lab, IIIT-H</b> 2017 - Present NEUROECONOMICS RESEARCHER Research work and experimentation in the field of Risk, Decision Making and Entrepreneurship under Dr.Kavita Vemuri. Presented results for of an experimental setup exploring Risk Propensity at the FUR Conference, University of York in June, 2018. Currently exploring further concepts in financial risk via experimentation and application of machine learning and data analytics.
	<b>IIIT Hyderabad</b> August, 2018 - December, 2018 TEACHING ASSISTANT Accepted as a Teaching Assistant for the course Structured System Analysis and Design under Dr.Raghu Reddy owing to academic excellence in the course. The course explores a Structured and Systematic approach towards solving a problem at hand, work load for a TA involved teaching students, designing and grading assignments while also mentoring projects.
	<b>T-Hub</b> January, 2018 - Present MARKET RESEARCH ANALYST T-Hub is Asia's largest start-up incubator. Wrote research papers on topics in technology, publications in reputed media outlets as well as in-house circulation for the start-up community. Topics varied from cross-domain market opportunities to deconstruction of implemented strategies. Valuation of all T-Hub start-ups based on provided economic parameters also undertaken.
	<b>SRI Capital</b> November, 2018 - Present DATA ANALYSIS INTERN SRI Capital is a venture capitalist firm for early stage investment in startups operating out of India and USA. Role involved analysis of data submitted by potential startups and assessment for incubation. Worked on over 900 startups and evaluated each for potential investment.
	<b>Entrepreneurship Cell, IIIT-H</b> August, 2016 - Present OVERALL HEAD Structured and curated a multi-tiered team of 30+ individuals. Started as the Head of Tech in 2016, was promoted to overall Head in April 2018. Launched multiple initiatives and established long-term col-laborations with corporate and other institutions. Headed India's largest student-organised Hackathon - Megathon, ensured exponential growth, established a well-respected brand in three years.
	<b>Wowsome</b> January, 2017 - April, 2017 SOFTWARE DEVELOPEMNT INTERN Worked with Vuforia in Unity3D for development of production scale Augmented Reality Applications. Coded the application in C# using Unity3D with backend integration to Amazon Web Servers. Applica-tion developed used for ticketing platforms and cross-platform advertisement in real world scenarios.

Conferences	<b>Foundation of Utility and Risk, 2018</b> UNIVERSITY OF YORK	June, 2018
	Among the youngest presenters at the Foundation of Utility and Risk Conference in York, 2018. Presented a poster on Risk Propensity and its correlation with academic performance, personal network and brand loyalty. A web-based game-like simulator was created to gauge financial decision-making. Publication Link : <a href="http://web2py.iit.ac.in/research_centres/publications/view_publication/inproceedings/1541">http://web2py.iit.ac.in/research_centres/publications/view_publication/inproceedings/1541</a>	
Major Projects	<b>Risk Propensity Measure</b> METHODOLOGY FOR BEHAVIORAL DATA COLLECTION	2018
	A methodology was devised and a web-based application was coded in native JavaScript for remote data-collection. The application simulated real world choices and recorded responses in a game-like environment. Data collected was later used for research purposes, published and presented.	
	<b>AI Bot</b> ARTIFICIAL INTELLIGENCE IN GAMES	2018
	An artificially intelligent agent was coded using custom heuristics and Alpha-Beta pruning on minimax decision trees to play Ultimate-Tic-Tac-Toe. The bot traversed decision trees and played moves that were best suited at a given point in the game as per the devised optimisation algorithm.	
	<b>Interactive Wall</b> AUGMENTED REALITY BASED ADVERTISING	2017
	A standalone advertising platform was built for interactive real-world advertising. Support for android and iOS based devices was provided for interactive advertising using visual datapoints parsed by Vuforia engine in Unity3D. Presently used by 20+ consumer focussed companies.	
	<b>Sentinel</b> AUGMENTED REALITY BASED TICKETING	2017
	A standalone cross-platform ticketing application coded in C# using Unity3D with Vuforia engine for image tracking. Backend integration with AWS was also embedded. The application has since been used at multiple mass-attendance events and concerts for swift ticketing without human-intervention.	
	<b>Terminal Shell</b> C/C++ BASED DEVELOPMENT	2017
	A custom terminal shell was coded in C++ based on the POSIX architecture with integrated syscalls. All common shell commands were natively supported with syscalls used for less commonly used commands. An in-depth understanding of computer system architecture was gained in the process.	
Programming Skills	Day to Day: Python, MATLAB, JavaScript, Shell Familiar: MySQL, C/C++, C#, JAVA, Django, CSS, Unity3D Operating Systems: OS X, Linux	
Relevant Courses	Domain Specific: Artificial Intelligence   Machine Learning   Game Design Systems: Database Systems   Operating Systems   Engineering Systems Foundation: Data Structures   Structured System Analysis and Design   Digital Logic	
Achievements	Dean's Merit List for Research, IIIT Hyderabad 99.94 Percentile in JEE (Rank 994) National Talent Search Scholarship, Government of India Bronze Medallist at Regional Mathematics Olympiad	2018 2016 2015 2016
Positions Held	Overall Head at E-Cell, IIIT-H Teaching Assistant, IIIT-H Member of Student Parliament, IIIT-H Treasurer at IIIT Toastmasters' Club Lead Organizer at Megathon Coordinator, Music Club IIIT-H School Captain Founder and Editor-in-Chief, School Newsletter	2016-Present 2018-Present 2016-2018 2017-2018 2016, 2017, 2018 2016-2017 2015-2016 2015-2016
Volunteer Work	Event Volunteer at TEDx, Hyderabad Member at Tarumitra (UN recognised Environmental Conservation Body)	2016 2014-2016