

# 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

### WOWSOME | SOFTWARE DEVELOPMENT INTERN

Expected 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.
- Created stand-alone applications for outreach.
- Recruited and trained a team for production and maintenance.

### MEGATHON | TECHNICAL HEAD

May 2017 – Oct 2017 | Hyderabad, India

- One of the largest student organised Hackathons of India.
- Handled everything on the technical front, developed a website, integrated payment portal, integrated submission portal, security of onsite servers, suitable distribution of datasets.
- Led a curated team of individuals for these tasks.

## 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 complete terminal shell coded in C for a study of kernels.

### E-CELL WEBSITE

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