Vivek Kaushal

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Education		
	IIIT, Hyderabad	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.

St.Michael's High School   2006-2016

HIGH SCHOOL DIPLOMA

High School Diploma in Sciences and Information Practices with 95.6%.

Interests

Research: Risk • Behavioral Economics • Entrepreneurship • Financial Decision Making
Academics: Machine Learning • Artificial Intelligence • Game Theory • Cognitive Sciences
Development: Shell Scripting • Data Mining • Data Analytics • Augmented Reality

Experience

Cognitive Sciences Lab, IIIT-H   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.

IIIT Hyderabad   August, 2018 - Present

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 involves teaching students, designing and grading assignments and mentoring projects.

T-Hub   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.

Entrepreneuship Cell, IIIT-H   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 collaborations with corporate and other institutions. Headed India's largest student-organised Hackathon - Megathon, ensured exponential growth, established a well-respected brand in three years.

Wowsome   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. Application developed used for ticketing platforms and cross-platform advertisement in real world scenarios.

Conferences

Foundation of Utility and Risk, 2018   June, 2018

UNIVERSITY OF YORK

Among the youngest presenters at the Foundation of Utility and Risk Coference in York, 2018. FUR is a prestigious conference in Behavioural Economics. Presented a poster on Risk Propensity and its correlation with academic performance, personal networth and brand loyalty. A web-based game-like simulator was created to gauge financial decision-making.

Major Projects	**Risk Propensity Measure**	2018

Risk Propensity Measure   2018
METHODOLOGY FOR BEHAVIORAL DATA COLLECTION

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 enviornment. Data collected was later used for research purposes, published and presented.

AI Bot   2018
ARTIFICIAL INTELLIGENCE IN GAMES

An artifically intelligent agent was coded using custom heuristics and Alpha-Beta pruning on minimax decision trees to play Utimate-Tic-Tac-Toe. The bot tranversed decision trees and played moves that were best suited at a given point in the game as per the devised optimisation algorithm.

Interactive Wall   2017
AUGMENTED REALITY BASED ADVERTISING

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.

De-Addictor   2018
OPEN SOURCE INITIATIVE

An open source application to help one quit potentially harmful habits by using persistent psychological deterrents. Coded in python with mailing API integration for periodic mails on performance and information. Required information for mails generated using terminology based automated searches and data scraping.

Sentinel   2017
AUGMENTED REALITY BASED TICKETING

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.

Terminal Shell   2017
C/C++ BASED DEVELOPMENT

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 architechture 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

Positions Held

Overall Head at E-Cell, IIIT-H	2016-Present
Teaching Assistant, IIIT-H	2018-Present
Memeber of Student Parliament, IIIT-H	2016-2018
Treasurer at IIIT Toastmasters' Club	2017-2018
Lead Organizer at Megathon	2016, 2017, 2018
Coordinator, Music Club IIIT-H	2016-2017
School Captain	2015-2016
Founder and Editor-in-Chief, School Newsletter	2015-2016

Achievements

99.94 Percentile in JEE (Rank 994)	2016
National Talent Search Scholarship, Government of India	2015
Bronze Medallist at Regional Mathematics Olympiad	2016
Winner at 20+ State/National Debates and Quizzes	2013-16

Volunteer Work

Event Volunteer at TEDx, Hyderabad	2016
Member at Tarumitra (UN recognised Environmental Conservation Body)	2014-2016