

# 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  
 Statistical Methods in AI  
 Engineering Systems  
 Artificial Intelligence

## POSITIONS

- Overall Head  
 Entrepreneurship Cell, IIIT Hyderabad
- Member of Student Parliament,  
 2016/17, 2017/18, IIIT Hyderabad
- Organiser | Megathon'16, '17
- Treasurer | Toastmasters' Club, IIIT-H

## 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 •  
 XML/JSON • jQuery • Jekyll  
 Familiar :  
 Rails • Vuforia • Node4J • AWS

### OPERATING SYSTEMS

Linux • OSX

### LANGUAGES:

English | Hindi

## RESEARCH PUBLICATIONS

### F.U.R. CONFERENCE, 2018 | UNIVERSITY OF YORK

January, 2018 - Sophomore Year

- First author in a paper on Financial Risk Taking and it's correlation with academic performance.
- Worked under **Dr.Kavita Vemuri** to develop a cross-platform application for collecting data and assessing financial risk in Indian students.

## EXPERIENCE

### T-HUB | MARKET RESEARCH ANALYST

Jan 2018 – Present | Hyderabad, India | [t-hub.co](#)

- 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.

### IIIT-H | TEACHING ASSISTANT

August 2018 – Present | Hyderabad, India | [iiit.ac.in](#)

- Teaching Assistant for the course Structured System Analysis and Design in Monsoon, 2018 for sophomore undergrads.

### WOWSOME | SOFTWARE DEVELOPMENT INTERN

Jan 2017 – April 2017 | Hyderabad, India | [wowso.me](#)

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

### ENTREPRENEURSHIP CELL | HEAD

Sept 2016 – Present | Hyderabad, India | [ecell.iiit.ac.in](#)

- Structured and curated a multi-tiered team of 30+ individuals.
- Started as the Head of Tech in 2016, promoted to overall Head in April 2018.
- Conducted one of the largest student-organised Hackathons in India.

## SELECTED PROJECTS

### SENTINEL

An AR Ticketing app in Unity3D with Vuforia integration and AWS backend.

### INTERACTIVE WALL

Augmented Reality based Advertising System based on Microsoft's Kinect.

### TERMINAL SHELL

A POSIX Architecture based shell in C, with syscalls.

### 3D GAME IN OPENGL

A interactive 3D-World Game coded in native C using OpenGL.

### INTELLIGENT BOT

Python-based Ultimate Tic-Tac-Toe bot, Alpha-Beta pruning on decision trees.

### ALGORITHMS ARCHIVE

An online archive of well-documented algorithm implementations to help out new programmers.