

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
 Game Design and Engg.

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 • JavaScript •
 MySQL • MATLAB
 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.