Vyshak Puthusseri

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OBJECTIVE

To obtain a position where I can utilize my skills and abilities and to make a contribution to the society through continued development of my professional, academic, and technological capabilities.

EDUCATION

Master of Computer Application
College of Engineering, Trivandrum
APJ Abdul Kalam Technological University
Expected :June, 2020   CGPA: 8.58/10.00

BSc. Computer Science
MG College Iritty, Kannur University
2014-2017   Aggregate 84.72%

Plus 2 Majoring in Computer Science
Mattannur HSS
Board of Higher Secondary Examination
2014-2017   Aggregate 95.75%

SKILLS

Languages : C, C++, Python
Database   : MySQL
Tools/Framework : Unity3D, Etherum
Familiar : Java, Javascript, HTML, CSS

PROJECTS

- **Predicting BikeSharing patterns**   [2019]
The project was done for the udacity deeplearning nanodegree. The model was trained using by creating the neuralnetwork without using ML libraries.
- **VR Tour for Kerala Tourism**   [2019]
It was a VR application which helps in promoting the Kerala Tourisism. Created for the School of Innovation from Facebook VR Awareness programme 2019
- **Car Racing**   [2019]
Racing stimulation build using the Unity3D game engine
- **Maze Game**   [2018]
A maze game with various levels build using the Unity3D game engine
- **InstaPostDnldr**   [2018]
A simple implementation which helps to download all the images of an Instagram profile.Used BeadutifulSoup for scrapping
- **A novel approach for classification using clustering - A case study on heart disease prediction**   [2017]
Research level project which focus on improving the accuracy of classificaion algorithm

CERTIFICATION

- Machine Learning on NPTEL
- Introduction to parallel Programming in Open MP on NPTEL
- Programming, Data Structures and Algorithms in Python on NPTEL
- PC Hardware and Networking, ASAP Govt.of Kerala

ACHIEVEMENTS

- Won First prize for CURATHON'19, A 24 Hour Medical Hackathon
- Won Second prize for Grand Hackathon conducted by Rajagiri College Cochin
- Participated and won prize in various IT Fest
- Selected for the Udacity Deep Learning nanodegree scholarship from Facebook developer circle.
- Qualified UGC NET(Computer Science) in June 2019
- Finalist for the FACEBOOK VR AWARENESS PROGRAM by SV.CO

AREA OF INTEREST

- Machine Learning
- Game programming in Unity
- Puzzle solving
- Blockchain

COURSE	•Deep Learning Nanodegree from Udacity	[Doing]
	•Intro to Deep Learning with PyTorch from Udacity	[2019]
	•Version Control with Git from Udacity	[2018]

ADDITIONAL	• NCC C-certificate with A grade
ACTIVITIES	• Active member of National Service Scheme for three years (2014-17)
	• Department coordinator of IEDC CET