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

- **Face Generation** [2019]
Used generative adversarial networks to generate new images of faces.
- **Generate TV Scripts** [2019]
The Neural Network to generate a new, "fake" TV script using the Seinfeld dataset of scripts from 9 seasons.
- **Dog Bread prediction** [2019]
The project was done for the udacity deeplearning nanodegree. The model has been trained using CNN created from scratch and also used transfer learning using VGG16 model.
- **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 frameworks. Used mainly numpy packages.
- **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
- **Animal Fight** [2018]
A animated shooting game build using the Unity3D game engine. It contains 5 varity of animals as enemy. The goal of the player is to obtain the finishing point with in the time, without being hurt severly by the enemies.
- **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 ACTIVITIES
- NCC C-certificate with A grade
- Active member of National Service Scheme for three years (2014-17)
- Department coordinator of IEDC CET