Rithul Kamesh

 github.com/rithulkamesh rithul.dev linkedin.com/in/rithulkamesh hi@rithul.dev

EDUCATION

PES University   August 2023 - May 2027
B.Tech. Electronics and Communication

BGS National Public School   March 2023

SKILLS

Rust: Comfortable with Emulation, Systems development and Embedded development.
C/C++: Skilled in programming Arduino-based microcontrollers and graphics development.
TypeScript: Frontend development with Next.js, Mobile app development with React Native.
Python: Comfortable with using the language to automate common tasks.
Go: Proficient in engineering high-performance backend servers.
Linux: Capable of administering a Linux server, with daily use of Arch Linux as the preferred operating system.

PROJECTS

Chippy | *Rust, SDL*   https://github.com/rithulkamesh/chippy
- Built a CHIP-8 Emulator over a weekend.
- Developed the project in the open with minimal dependencies.
- Learned how to emulate a system from scratch.

Ideabank | *Rust*   https://github.com/rithulkamesh/ideabank
- Built a CLI-based idea storing application.
- Focused on security and ease of use by using local markdown files.
- Gained knowledge on how to build CLI apps that are fast.

Pomoflow | *TypeScript, Next.js, Firebase*   https://github.com/rithulkamesh/pomoflow
- Built a collaborative pomodoro timer.
- Focused on building in the open along with hassle-free use.

EXPERIENCE

IEEE RAS | *Core Team / Competition body*   Feb. 2024 - Present
Part of the core team in IEEE RAS Student chapter at PES University.

Aatmatrisha '24 | *Technical team*   Feb. 2024 - March 2024
Part of organizing PESU RR's yearly fest in the technical domain.

Hackerspace Club | *Mentor*   Sept. 2023 – Present
Guiding new members to become proficient in Systems Programming and Web Development.

AWARDS

Hack Night | *ACM - PES University EC Campus*   Oct. 2023
Won 3rd place for making the most accepted contributions in an overnight hackathon.

Hashcode 12.0 | *PES Innovation Lab*   Mar. 2024
Qualified as one of the top 10 teams and won at a consolation level in a 24 hour hackathon.