

# V S VISHWAS

## COMPUTER SCIENCE UNDERGRADUATE | MACHINE INTELLIGENCE & DATA SCIENCE

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### SUMMARY

Computer Science undergraduate specializing in Machine Intelligence & Data Science with interests in software engineering, data analytics, and applied machine learning. Experienced as a Teaching Assistant and Research Trainee, with strong skills in CI/CD pipelines, GitHub–Jira integration, and technical project execution. Adept at developing scalable solutions, collaborating in teams, and applying modern tools to solve real-world problems.

### TECHNICAL SKILLS

- Programming: Python, C++, Java, JavaScript/React, SQL
- Frameworks & Tools: Spark/Kafka, Docker, Firebase, Git, GitHub
- Practices: Agile-Scrum, CI/CD (GitHub Actions), Jira-GitHub integration
- Domains of Interest: Machine Learning, Data Science, Computer Vision, Software Engineering

### PROFESSIONAL EXPERIENCE

#### Teaching Assistant – Software Engineering | PES University      Aug 2025 - Present

- Support course delivery and labs, guiding students in Agile-Scrum, GitHub workflows, and CI/CD pipelines.
- Oversaw GitHub repositories and created automation scripts for seamless submissions.
- Assisted in project mentoring and technical evaluations.

#### Research Trainee – Software Engineering | PES University      Summer 2025

- Revamped curriculum with industry-grade projects and tools.
- Implemented CI/CD pipelines (GitHub Actions) and integrated GitHub–Jira workflows.
- Published Python Tic Tac Toe library on PyPI.
- Contributed to GitHub organization/team setup for course projects.

### EDUCATION

#### PES University, Bengaluru

#### B.Tech. in Computer Science (Specialization: Machine Intelligence & Data Science)

CGPA: 7.25/10

- DAC Scholarship for academic excellence (SGPA > 7.75).
- Active in hackathons (ML, DBMS, Image Processing, CV).

### PROJECT

- **Basketball Analytics (Capstone Project)** – YOLO-based computer vision pipeline for automated gameplay analysis, extracting player and team performance statistics.
- **Emostream (Big Data Project)** – Built a Kafka-based Pub/Sub architecture simulating concurrent emoji broadcasting during live events (Hotstar IPL-style).
- **Campus Facility Booking System** – DBMS-based scheduling platform with hierarchical role-based access and automated conflict resolution.
- **FTP Client-Server Application** – Implemented a socket-programming file transfer protocol supporting secure client–server communication.
- **Virtual Classroom System** – Java-based prototype for remote learning and assignment management.
- **Employee Time Tracker** – C++ application for attendance logging and weekly productivity reports.