

Vijayanand Thangavelu

<https://vijathanga.github.io/resume>
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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE

MSC IN ELECTRICAL & COMPUTER SCIENCE
2017 - 2018 | Singapore,
CGPA: 4.7/5

PSG COLLEGE OF TECHNOLOGY

BE IN ELECTRONICS & COMMUNICATIONS
2011 - 2015 | India,
CGPA: 9.8/10 (batch topper)

LINKS

Github:// [vijathanga](#)
LinkedIn:// [vijathanga](#)

COURSEWORK

GRADUATE

Multiprocessor Systems
Real Time Systems
Advanced Computer Networks
System Security
Embedded System Design
Visual Computing

UNDERGRADUATE

Operating Systems
Computer Architecture
C++ and Datastructures
Embedded Systems
Computer Networks

SKILLS

PROGRAMMING

Over 5000 lines:
C/C++ • Shell (bash) • Python
MATLAB • node.js

Over 1000 lines:
Java • Verilog • Javascript
Assembly • Embedded C

WORKED ON

Linux • Dockers • IPC
SDN • Machine Learning
IoT Security • Networking

EXPERIENCE

NUS | GRADUATE STUDENT RESEARCHER

Expected Feb 2018 – Nov 2018 | Singapore

- Developing generic distributed framework for NFV deployment on network edges.
- Worked on technologies like python, java, SDN, docker and machine learning.
- Designed, implemented and deployed solutions line device fingerprinting and anomaly detection solution.

CISCO SYSTEMS | SOFTWARE ENGINEER

Aug 2015 – Aug 2017 | Bangalore, India

- C/C++ application developer for AnyConnect ISEPosture - an enterprise grade Network Access Control (NAC) software for both Mac and Windows.
- Contributed to next-gen posture discovery - mechanism for client to locate NAC server when it connects to enterprise network.

CISCO SYSTEMS | SOFTWARE ENGINEER INTERN

Jan 2015 – June 2015 | Bangalore, India

- Aided in testing various distributed storage technologies for application Identity Services Engine (ISE).
- Worked on technologies like Hadoop, HBase, CouchDB and Java.

PROJECTS

DISTRIBUTED DEVICE FINGERPRINTING (PYTHON) | MAY 2018

A distributed framework in python for classifying and dynamically learning new IoT devices using supervised & semi-supervised ML algorithms. Got exposure on distributed computing, containers, machine learning and socket programming.

IDENTITY SERVICE ENGINE SIMULATOR (NODE.JS) | Dec 2014

Simulator for Identity Service Engine - a Network Access Control server, using node.js. Client server handshake, secure communication and web UI were some of the features implemented. Got hands on knowledge on HTTP protocol, cryptography, websockets and backend development.

PUBLICATIONS

DEFT: A DISTRIBUTED IOT FINGERPRINTING TECHNIQUE

August 2018 | IEEE Internet of Things Journal | Volume 5, Issue 5

PATENT

A SYSTEM AND METHOD FOR IDENTIFICATION OF INTERNET OF THINGS (IOT) DEVICES BASED ON A DISTRIBUTED FINGERPRINTING SOLUTION

July 2018 | Patent pending

CERTIFICATION

CISCO CERTIFIED NETWORK ASSOCIATE (CCNA)

Feb 2016 – Feb 2019 | ID: CSC012938457

AWARDS

2016	Innovator award	Cisco Security Business Group
2015	All Rounder	PSG College of Technology
2015	Gold Medalist	ECE Department topper

