Vikas Thamizharasan

Personal Data

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Education

2014 - 2018   **B.Tech in Computer Science and Engineering**, *IIIT* , Hyderabad, .

2012 - 2014   **Senior Secondary**, *New Millennium School,DPS*, Bahrain, .

Experience

2016   **Teaching Assistant**, *IIIT Hyderabad*.

2016   **Software Developer**, *Rsquare Technologies*, Bahrain.
Developed a fast and efficient document capture and processing application called OCREX.It extracts data from bank, credit card,invoice, online statements or any scanned document and automates the process of extracting the data and storing them in custom templates.

Projects

Cloth Parser and Fitter, *(2D Virtual Clothing Store)*.
An Augmented Reality based application which contains an unconstrained clothing parser and a fully fledged cloth fitter. An individual uploads a fully body picture onto the application and then can choose any clothing item from any online retail store and fit these clothing items onto his/her picture.Currently implemented purely with Image Processing, using superpixel segmentation,cloth morphing and warping,pose estimation and feature point extraction and image filters.
Source:
https://github.com/mukulhase/2D-Clothes-Fitter.

Typer Defence.
3D game where the player has to type in words and come up with words/phrases on the fly in order to defeat oncoming enemies, and protect his/her's tower. Each enemy will have a word/phrase associated with it.Built on Unity game engine.

OCREX.

A fast and efficient document capture and processing application.It extracts data from bank, credit card,invoice, online statements or any scanned document and automates the process of extracting the data and storing them in custom templates.
Source: https://github.com/vikasTmz/OCREX

OSM MoRe.

A Model Repository for Open Street Map. Web application for sharing and viewing 3D-Models to use in OSM-related 3D-Applications. GSOC 2016 proposal for Open Street Map.

421 Studios/Shapespark.

A 3D web based virtual apartment viewer that enables users to create real-time web-based visualizations of apartment exteriors and interiors with physically accurate lighting. Build using three.js and unity.

Tic-Tac-Toe - AI.

An AI for Ultimate Tic Tac Toe written in Python using self implemented heuristics and alpha-beta and min-max algorithms.

Slither.io - AI.

Slither.io AI written in JS.
Source: https://github.com/vikasTmz/sither.io$_a i$

Vshell.

Linux Shell made from scratch in C.
Source: https://github.com/vikasTmz/VShell

Typophobe.

Typing Speed Test , Returns WPM and offers custom typing text. Microsoft Code.Fun.Do finalist Hyderabad. Build in JS on Visual Studios.
Download: http://bestwindows8apps.net/app/typophobe
Source: https://github.com/babarishith/Typophobe

P2P.

A basic P2P file sharing script to send files via TCP/UDP written in Python.

Technical skills

Programming Languages	C,C Sharp, C++, Python, Javascript, Shell, MATLAB, Racket/Scheme, HTML and CSS, PHP(basic).
Frameworks	Web2py, Django, Ruby on Rails,Windows Form App
Tools	MATLAB
IDE and editor	Visual Studios,CodeBlocks, Sublime Text

Version Control	Git

Achievements

2016	**Microsoft Code.Fun.Do All India - Finished in Top 20**.
2014 , 2015	**Microsoft Code.Fun.Do Hyderabad Runner's Up**.
2014	**2400/2400 in SAT Subject Test**.
2012	**CGPA: 10/10 in CBSE Board Exams**.

Courses taken

2016.
Digital Image Processing, Complexity and Advanced Algorithms, Computer Graphics, Artificial Intelligence, Principles of Programming Languages, Digital Signal Analysis, Database Systems.

2015.
SSAD, Data Structures, Operating Systems

Interests

- Art, Sculpting, Drums and Music
- Image Processing,Game Development,Computer Vision,Virtual/Augmented Reality,Web Development,Open Source Development
- Psychology, Philosophy, Cosmology