

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, .

Major Projects

Google Summer of Code with ViSP, 2017.

ViSP is a cross platform library built for visual tracking and visual servoing by Lagadic (robotics lab) from **INRIA**, France. The goal of the project was to build a Blender plugin and Qt app to automate the creation of ViSP CAD model files from existing 3D formats.

Blender, Qt, Qt3D, Python, C++

[Source Code and Wiki](#)

Search Engine for Wikipedia, 2017.

Created a search engine for Wikipedia (60GB dump) from scratch. Processed and tokenized large dump into inverted indexes. Used multiprocessing for speed up. Two-pass multi-way merge sort to create single index(4GB). Used Cosine similarity with modified parameters for Ranking. Project split into tasks and ran in parallel for fast retrieval and search.

Python

3D Model Reconstruction and Manipulation with a single image, 2017.

Bachelor's Project under Dr.Vineet Gandhi from CVIT (Computer Vision Lab), IIIT. Based on multiple research papers to generate 3d model from a single image, texture (diffuse + normal) mapping, image illumination estimation, depth analysis, model-to-image alignment and image editing using 3d manipulation.

PyQt, OpenCV, NumPy

[Source Code](#)

2D Virtual Cloth Fitting, 2016.

An Augmented Reality based browser plugin which contains an unconstrained cloth parser and a fully fledged cloth fitter. User uploads a full 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. Image Processing approach, graph cut for segmentation, pose estimation and feature point extraction, 2d mesh morphing and warping.

2017 Microsoft CFD winning project, All India Microsoft showcase finalist

OpenCV, Django, Chrome extension, Numpy, JSON

[Demo](#)

Query focused Abstractive Summarization, ongoing.

Deep learning approach to generate summaries of a document covering all salient point given a query.

Other Projects

Typer Defence, 2016.

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.

Unity game engine, C Sharp, GLSL

[Demo](#)

OCREX, 2016.

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.

Windows Form App, C Sharp, Tesseract-ocr, MySQL

[Source](#)

Vshell, 2015.

Course Project under Dr. Suresh Purini (Assistant Prof, IIITH), Operating Systems Linux Shell made from scratch in C.

[Source](#)

Image Processing Algorithms Implemented, 2016.

Soccer player extraction, Gaussian Pyramids and Laplacian Pyramids for image merging, Bilateral filtering, Twirl transform, Document segmentation, Integral Image area calculation, Tone mapping.

Algorithms and Data Structures implemented, 2015.

AVL trees, Heaps, Dijkstra's algorithm, BFS/ DFS, Min-max with alpha pruning, Merge Sort, Heap Sort, Quicksort etc.

Object Recognition and Detection using CNN, 2017.

Course Project for Introduction to Machine Learning. Worked on "YOLO: Real-Time Object Detection" for Pokemon identification in episodes. Dataset was made for the project.

[Source](#)

Experience

- 2017 **Developer at Google Summer of Code**, *ViSP*.
- 2016 **Teaching Assistant**, *IIT Hyderabad*.
- 2016 **Software Developer**, *Rsquare Technologies*, Bahrain.

Achievements

- 2017 **Microsoft Code.Fun.Do Winner Hyderabad**.
- 2016 **Finished in Top 20 Microsoft Code.Fun.Do All India Finals..**
- 2014 **2400/2400 in SAT Subject Test**.
- 2013 **Top 5 in WHO Art competition**.
- 2012 **CGPA: 10/10 in CBSE Board Exams**.

Courses taken

2017.

Information Retrieval and Extraction, Distributed System,
Statistical Mechanics in AI (Machine Learning), Computer Vision

2016.

Digital Image Processing: *Rafael Gonzalez*,
Complexity and Advanced Algorithms: *TOC Michael Sipser*,
Computer Graphics,
Artificial Intelligence : *AIMA Norvig, Russell*,
Principles of Programming Languages : *EOPL Friedman*,
Digital Signal Analysis, Database Systems.

2015.

SSAD, Data Structures, Computer Networks
Operating Systems: *Remzi*

Technical skills

Programming Languages	Python, C, C++, C Sharp, Javascript, Shell, MATLAB, Racket/Scheme, HTML and CSS, PHP(basic), JAVA(basic).
Frameworks	Qt, Web2py, Windows Form App
Tools	MATLAB
IDE and editor	Visual Studios, Pycharm, Sublime Text
Version Control	Git

Interests

- Image Processing, Computer Vision, VR/AR, Web and Game Development, Open Source, Art, Sculpting, Drumming, Psychology, Cosmology