

Vijay J

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Education

PES University

Nov 2020 - May 2024

B.Tech in Computer Science

Benguluru, Karnataka

- **Relevant Coursework:** Data Structures and Algorithms in (C), Prob & Stat in (Python), Linear Algebra w/Computational Applications (Python, Matlab) ,Machine Learning and Data Science in (Python)

Experience

MAAC

Jun 2019 - Aug 2019

Game Dev Intern

Benguluru, Karnataka

- Game developer - Wrote and reviewed code for C++ and rust
- The Simple Game Engine is a project that was completed while I was an intern.
- And Learnt to 3D modelling for the Game Development

ALPHA TECH ACADEMY

Nov 2019 - Dec 2019

Software Testing Intern

Benguluru, Karnataka

- Manual and Automation Testing - Jenkins and Selenium tools were used to write and test the code throughout the internship.

OPENCV

Nov 2020 - Feb 2021

Open Source Contributor

Benguluru, Karnataka

- I worked with the OpenCV team to build and deploy a comprehensive system for adding and changing ASR captions in this capacity. Using my JavaScript and Python expertise, I created the components needed to smoothly integrate ASR capability into OpenCV's existing architecture.

Projects

File-Sharing-System | Java, MongoDB, Spring Boot, BootStrap

- The aim of the project is to build an end-to-end secure file sharing system which mimics the P2P architecture. Files are shared via a room which is created by the client. The invite link of the sharing platform which in this case is a room is created for the peers who want to access and download files
- The link has to be submitted by each peer to join the network to send or receive the files. The files being sent are encrypted with AES (Advanced Encryption Standard) encryption algorithm. On the sender side the file is encrypted using the secret key before sending the file.
- All the files being sent/transmitted in the room are stored in the mongodb database for future reference of the ongoing session. Each user is assigned a database to keep track of his files used in the session.

Implementing of Raft Logic in Go | Golang

- The project scope includes designing and implementing the Raft protocol in Go, including leader election, log replication, and safety properties. The implementation will include the basic components of a Raft-based distributed system, such as a client, a server, and a log.
- e. The Raft protocol is a widely-used consensus algorithm for distributed systems that ensures fault tolerance and data consistency in a cluster of servers.

Yet Another Kafka YaK | Python

- Created set up a mini-Zookeeper, multiple Kafka Brokers, one of which is a leader, and multiple Producers and Consumers. where we have created the kafka without using existing kafka which is all most like clone
- The number of topics must also be dynamic, the user should be able to create and delete topics on demand.

Technical Skills

Languages: Rust, Python, C, Go, TypeScript, R,

Technologies: React.js, Next.js, Django, Flask, Spring Boot, Express.js, TensorFlow, PyTorch, jQuery, Bootstrap, Laravel, Flask, Node.js

Concepts: Compiler, Operating System, Virtual Memory, Cache Memory, Artificial Intelligence, Machine Learning, Neural Networks, API, Database Normalization, Agile Methodology, Cloud Computing