# VISHNU BHAGIRATHAN

User Experience Designer/Developer

wiz38.github.io

# CAREER **OBJECTIVE**

From weaving digital tapestries to unearthing data's hidden narratives, my creativity flows through code and shapes user experiences. I bridge the digital-human divide, effortlessly navigating customer queries intricacies. Adaptability and innovation are my compass, guiding me towards collaborative teams where I can blend technical prowess with a service-oriented spirit to make a lasting impact. Let's explore how my spark can ignite your team!

# **EXPERTISE AND INTRESTS**

- Teaching
- Innovation
- Philosophy
- Teamwork
- Adaptability
- Interpersonal communication skills
- Practical knowledge of SQL and database concepts
- Python, C/C++, Java, HTML, CSS, SQL Server, AWS
- Adobe Creative Cloud
- UI/UX

# **EDUCATION HISTORY**

**Bachelor in Engineering** 2017 - 2021

- Visvesvaraya Technological University (VTU)
- Computer Science and Engineering
- CGPA 6.84

Senior Secondary (12th grade) 2016 - 2017

- Kendriya Vidyalaya [CBSE]
- Computer Science
- 70%

Secondary School (10th grade)

2014 - 2015

- Kendriya Vidyalaya [CBSE]
- 84%

# LANGUAGE **PROFICIENCY**





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#### **Contact Info**

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Kerala, India

# WORK **EXPERIENCE**

## Freelance User Experience Designer/Developer

[2019 - Present]

For portfolio and work samples please visit (bento.me/wishnew) or (viz38.github.io).

## SGBS Unnati Foundation (UNXT) - Change Maker

[Feb 2023 - Sep 2023]

My experience as a Change-Maker at SGBS Unnati Foundation(NGO) has been instrumental in developing my skills as an educator, mentor, and advocate for underprivileged students. It has provided me with valuable insights into the power of education in driving social change. As a Change-Maker, I work directly with students, providing them with guidance and support to help them achieve their educational and career goals. I collaborate with a team of professionals to design and implement personalized learning paths for a student.

## **Knight Bite, Mangalore**

[May 2021 - June 2021]

Customer sales and support agent, where I handled various customer queries and managed their food order and customer details database.

### INTERNSHIPS

### K-tech Innovation Hub (PACE-NAIN incubation Centre)

[3rd April 2021 to 5th May 2021]

This initiation aims to encourage entrepreneurship and innovation it is proposed to establish incubation centres in the ICT sector in association with selected engineering colleges at district headquarters.

Working on the "Am the Eye" project here, my key take away were learning to integrate various tech components for accessibility and entrepreneurial skills.

The experience enhanced my technical skills and instilled a sense of social responsibility in me.

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## **PROJECTS**

## Am the eye (Final Year)

(Group Project)

An embedded device for helping blind people use the smartphone without touching it consists of three components: an app, a custom-made membrane keyboard glove and an LRA motor interface to send the output signals directly to the user's arm in brail. Am the Eye is a project approved and sponsored by the K-Tech Innovation Hub, a govt of Karnataka initiative.

## Other prominent Projects:

#### Door Locking system (3rd Sem)

A door locking system with IC 555. The objective of this project is to implement a password-locking system.

## • Drone (4th Sem)

Assembling and operation of a quadcopter based on open-source flightcontrolled software.

### Railway Reservation System (5th Sem)

Built an application program to reduce the manual work for managing ticket booking, station management, timetable and customer data. The purpose of the project is to reflect on expertise in parts of web and database management.

### Maze game with graphics (6th sem)

Designing and developing graphical games in C/C++ with OpenGL to learn and have a better understanding of the language and the library.

#### Online Chat Client (7th sem)

An online chat client using PHP, MYSQL and CSS where users can message a global chat. The project was submitted as my web lab mini-project creating an understanding of Database management and understanding of the web.

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# **ACHIVEMENTS** AND ACIVITIES

- Selected to the final round of ARM DESIGN CHALLENGE 2018 conducted by ARM at **IIIT Banglore**
- Selected for DST & TexasInstruments India Innovation Challenge Design Contest 2018 - Anchored by IIM, Banglore
- 2nd rank in Hactober Fest hackathon conducted by Sahayadri College of Eng. Mangalore
- Opencode '19 held at IIIT, Allahabad
- Speaker for CSS for WebDev workshop held online for GLUG PACE
- Speaker for WebDev workshop held at PA College of Engineering
- Veztech Co-Founder of a Web and business development solutions company
- Computer Society of India Project was selected as one of the best projects among the projects selected for the project exhibition for the academic year 2020-21
- Time magazine's Person of the Year (2006)

# **COURSES AND** WORKSHOPS

- AWS Operations/Support Engineering Cloud Computing 101
- 365 Data Science The python programmer Bootcamp
- 365 Data Science Git and Github
- FSMK CAMPS 2019 Data Science and Al
- Geekslab Technologies in association with AIESEC IIT-Delhi MATLAB and Quadcopter
- IBNC India Android and Java
- IBNC India Ethical hacking and Cyber security
- Computer Society of India Image analytics using Python OpenCV

# **EXTRA** CURRICULAR

- Mozilla Campus Club Lead
- GLUG Pace Website Maintainer (2019-2020)
- Glug Pace Technical Lead
- Internship at United Nations (V-Force volunteering)