Naman Raj

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Education

Vellore Institute of Technology — Vellore, Tamil Nadu
Bachelor of Technology in Computer Science and Business Systems — *Aug. 2021 – Present*

Ramakrishna Mission Vidyapith — Deoghar, Jharkhand
AISSCE - PCM with Computer Science (94.8%) — *June 2019 – June 2021*

Projects

Sketch | *HTML, CSS, JS* — Dec. 2022 – Feb. 2023

- Developed Sketch, an interactive web-based painting application using HTML, CSS, and Vanilla JavaScript.
- Implemented a dynamic grid system that allows users to specify custom canvas sizes.
- Created a hover-based painting mechanism, enabling users to color grid cells by moving the cursor over them.
- Utilized DOM manipulation to dynamically generate and update the grid based on user input.
- Incorporated event listeners for seamless user interaction and real-time grid updates.

Memory Game | *HTML, CSS, ReactJS* — Aug. 2023 – Oct. 2023

- Developed an interactive memory card game using ReactJS and modern web technologies.
- Designed a responsive and visually appealing user interface with CSS3.
- Implemented game logic where players must avoid clicking the same card twice to progress.
- Utilized React hooks (useState, useEffect) for efficient state management and component lifecycle handling.
- Created reusable React components for cards, game board, and score display.
- Incorporated randomization algorithm to shuffle card positions after each successful click.

SwiftCart | *HTML, CSS, ReactJS* — Nov. 2023 – Jan. 2024

- Developed SwiftCart, a responsive e-commerce web application using ReactJS and modern web technologies.
- Integrated FakeStore API to dynamically fetch and display product data, including images and reviews.
- Created a user-friendly interface with features like product filtering, sorting, and search functionality.
- Designed and implemented a shopping cart system with add/remove capabilities and total price calculation.
- Optimized performance using React's virtual DOM and implemented lazy loading for product images.

Face Recognition attendance system | *Python, OpenCV* — Jan. 2024 – May 2024

- Developed an automated attendance system using computer vision and facial recognition technology.
- Implemented real-time face detection and recognition from camera feed using OpenCV and PIL libraries.
- Created and trained a database of student facial encodings for efficient matching and identification.
- Integrated system with CSV file handling to automatically log attendance records and easily upload them to university portals

Certifications

- **NPTEL** Wildlife Ecology
- **NPTEL** Forests and their Management
- **AWS** Certified Cloud Practitioner
- **AWS** Certified Solutions Architect

Technical Skills

Languages: Java, Python, C/C++, Oracle SQL, HTML/CSS, Javascript, R
Web Development Frameworks: ReactJS, Node.js, Material-UI, Tailwind CSS
Developer Tools: Git, VS Code, Visual Studio, PyCharm, Dev C++, IntelliJ, Eclipse, RStudio
Libraries: pandas, NumPy, Matplotlib, Scikit-learn, OpenCV