

# P Ananthapadmanabhan Nair

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## INTRODUCTION

A curious and ambitious innovator at heart, he blends Artificial Intelligence with Design to shape technologies that serve people, not just systems. His work is grounded in ethical responsibility, technical excellence, and a deep commitment to creating intelligent, human-centered, and forward-thinking solutions.

## EDUCATION

### Amrita Vishwa Vidyapeetham

*Bachelor of Technology in Artificial Intelligence and Data Science*

- Cumulative GPA: 7.08

Bangalore, Karnataka

Aug 2024 -- Present

### AKM Public School and Junior College

*Secondary Education & Senior Secondary Education*

- 10th [CBSE]: 82%
- 12th [CBSE]: 79%

Changanassery, Kerala

March 2023

## PROJECTS

### Sign Language Recognition System

Sep 2024

[GitHub Repository](#)

- Built a computer vision system to recognize hand gestures for sign language interpretation.
- Tech Stack: OpenCV, Python, Deep Learning (CNNs), MediaPipe.
- Enabled real-time translation of sign language gestures into text for accessibility applications.

### Echo: React Voice Assistant

Dec 2025 -- Present

[GitHub Repository](#)

- Built a voice-driven interface using Web Speech and Audio APIs for real-time speech-to-text and auditory feedback.
- Developed a stable, responsive React UI using fixed positioning to resolve complex mobile viewport layout shifts.
- Implemented custom visual engines for character-by-character typewriter text and performant, interactive mouse-tracking effects.
- Designed a “Cyber-Industrial” experience featuring stylized glitch animations and high-contrast, accessible themes.

### Pala - An Election Management System

Jan 2025 -- May 2025

[GitHub Repository](#)

- Implemented a horizontally scalable web application using Gin and Golang.
- Used Traefik as a load balancer and reverse proxy to dispatch requests among multiple instances optimally.
- Persisted data in a central PostgreSQL instance.
- Used Prometheus and Grafana for observability and analyzing the service’s reliability in production.

### Vibekit - React Physics Interaction Engine

Sep 2025 -- Present

[GitHub Repository](#)

- Engineered a high-performance motion library using React 19 and Framer Motion, delivering 60fps physics-based micro-interactions (magnetic tilt, morphing) to enhance UI responsivity.
- Integrated immersive 3D web experiences with React Three Fiber (Three.js), optimizing complex WebGL scenes (custom geometry, lighting, shadows) for seamless browser rendering.
- Architected a modular component system, abstracting complex animation logic into configurable, reusable modules to accelerate frontend development velocity.
- Developed a physics-based interaction engine, implementing real-time adjustable spring dynamics and “lift” mechanics that significantly upgraded the application’s tactile user experience.

## EXTRACURRICULAR ACTIVITIES

### Sub Junior District Basketball Championship

Jan 2018

- Basketball Player – Represented at District, demonstrating teamwork, discipline, and perseverance.

**Dastaan National-level Multi fest**

Nov 2023

- Design Head, Dastaan – Led the design team, created event visuals and branding, showcasing creativity and leadership.

**SKILLS**

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- **Programming Languages and Software:** JavaScript [Intermediate], Python [Intermediate], HTML/CSS [Advanced], Java [Advanced], React [Intermediate], Svelte, Git [Advanced], AWS, Figma [Advanced], Framer [Advanced]
- **Soft Skills:** Attention to Detail, Collaboration & Teamwork, Leadership, Analytical Thinking, Adaptive Learning