DANNY NOBY JOSEPH

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in Danny Joseph

Education

Vellore Institute of Technology, Chennai, India

Bachelor of Technology - Computer Science Engineering

Aug 2023 – present

CGPA: 8.92

Relevant Coursework: Structured and Object Oriented Programming, Artificial Intelligence, Microprocessor and Microcontrollers, Operating Systems, Data Structures and Algorithms, Calculus, Differential Equations and Transforms, Discrete Mathematics and Graph Theory, Computer Networks, Theory Of Computation.

United Indian School, Jleeb al shuyoukh

High School (CBSE)

April 2019 - April 2023

Graduated with a 96.4%. Second Highest in the school

Skills

Languages: C/C++, Python, Java, Javascript, SQL, MATLAB, GDScript

Tools: TensorFlow, Godot, Blender, Adobe Premiere Pro, FlipaClip

Projects

$HackHub\ Game\ -\ OctoRhythm$

- Developed OctoRhythm, a rhythm-based FPS created for HackHub 2025, using the Godot game engine.
- Designed and implemented game mechanics, including timing-based scoring and dynamic difficulty adjustment.
- Collaborated with a team with distributed work to optimize game performance and strengthen efficient development.
- Created simple 2D platformer games on Godot game engine

Mini games

- Created an interactive chess website
- Developed a procedurally generating maze on user input which solves itself
- Solved the classic 8puzzle AI problem with A* search

ILoveHackathon Web3 Project

• Developed a decentralized identity platform that allows users to create and manage their identity

Look Ahead Language Independent Data Augmentation

• Developed a model to aid low resource text classification using Look ahead data acquisition model and a Language Independent Data augmentation model

Extracurricular Activities

IEEE Computer Society — UI/UX and Design

September 2024 – present

Animation Club — 2D Animator

September 2023 – present

Certifications

- Machine Learning Specialization from Coursera
- Certificate for the Completion of C, C++, Python Training from Spoken Tutorial Project (IIT Bombay)