

N.DRAVID RAJ

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Objective

To obtain a graphic design position where I can apply my skills in branding, digital design, and UI/UX to create visually engaging and effective designs that support business goals. Creative graphic designer with 2 years of experience in branding, digital design, and social media content. Strong eye for detail and passion for clean, modern visuals.

Experience

- GK Creations** 20/1/25 - 18/04/25
Research project
I have successfully completed an internship and on-the-job training, where I gained practical experience in data analysis. This hands-on exposure allowed me to apply my academic knowledge to real-world projects, improve my technical skills, and understand workplace dynamics.
- Zenifytech** Aug 2024 -
Graphic designer
I worked as a Graphic Designer at ZenifyTech, where I was responsible for creating a wide range of visual content, including banners, social media creatives, logos, and marketing materials. I collaborated closely with the marketing and development teams to maintain brand consistency across digital platforms. Using tools like Adobe Photoshop and Figma, I contributed to both graphic and UI design projects, helping enhance the overall user experience and visual appeal of the company's digital presence.

Education

- sri kaliswari college** April 2023
B.sc(Information technology)
- Kalasalingam university** April 2025
M.sc(Data science)

Skills

- Blender animation
- UI / UX design
- Graphic design
- Banner design
- Visiting card
- Web design
- Data visualisation

Projects

- Unlocking the Secrets of the Past: NLP for Ancient Egyptian Languages**
This project focuses on the application of Natural Language Processing (NLP) techniques to decipher and translate Ancient Egyptian hieroglyphs. Using image processing and machine learning algorithms, the system is designed to automatically detect and recognize symbols from hieroglyphic images, which are then translated into their corresponding meanings in modern English.

- **Fossil Classification Using Machine Learning**

Fossil classification is a critical task in paleontology, aiding in the identification and categorization of ancient life forms. Traditional classification methods rely on manual inspection, which is time-consuming and prone to human error. This research presents an automated fossil classification system using machine learning, specifically deep learning models such as Convolutional Neural Networks (CNNs).

Achievements & Awards

- I have actively participated in various creative and tech competitions, winning several awards in UI/UX design, advertisement design, animation, banner creation, face painting, and drawing.

Publications

- **Fossil Classification Using Machine Learning**

I have published my academic and personal projects to showcase my practical skills and innovative thinking. Notably, I worked on a Fossil Classification project using Machine Learning, applying image analysis techniques for scientific identification.

<https://www.ijraset.com/best-journal/fossil-classification-using-ml-740>

Interests

- 3D animation
- Graphic design
- Drawing

Languages

- Tamil, English