

Raj Kumar Kodiraj

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Profile

Aspiring Computer Science professional with hands-on experience in UI/UX design, mobile and web development, and AI-driven applications. Skilled in Python, Kotlin, and design tools like Figma and Adobe Suite. Proven ability to deliver user-centric solutions through academic projects and internships. Passionate about intelligent systems, game AI, and computer vision, with strong teamwork and problem-solving skills. Currently pursuing MSc Computer Science at the University of Essex, aiming to contribute innovative solutions in a dynamic tech environment.

Experience

UI/UX DESIGNER | GNANAM TECH | OCT 2023 - MAR 2024

- **Led the design and development of CRM systems**, aligning technical architecture with business objectives to enhance customer engagement and operational efficiency.
- **Contributed to the integration of NFC technology solutions**, supporting innovative product development and streamlining contactless interactions.
- **Collaborated within a startup environment**, playing a pivotal role in shaping the company's technological infrastructure and delivering scalable, user-focused solutions.

DESIGN INTERN | UNIVERSAL PLASTICS INDUSTRIES | AUG 2023 - SEP 2023

- Assisted in the design and prototyping of web and mobile applications using Figma, adhering to material design guidelines.
- Created digital assets and vector graphics, applying strong foundations in color theory and typography.
- Supported the development of a consistent design system to ensure user-centric, visually cohesive interfaces.

UI/UX DESIGN INTERN | SEALED | JUL 2022 - SEP 2022

- **Applied core UI/UX design principles**, including color theory, typography, and digital asset creation, to support the development of intuitive digital interfaces.
- **Utilized design tools such as Figma, Adobe Illustrator, and After Effects** for vector graphics editing and prototyping across web and mobile platforms.
- **Gained hands-on experience with design systems and material design principles**, contributing to consistent, user-centric application design.

Education

MASTER OF SCIENCE IN ADVANCED COMPUTER SCIENCE | OCT 2024 TO SEP 2025

University Of Essex, Colchester, UK

BACHELOR OF TECHNOLOGY IN INFORMATION TECHNOLOGY | AUG 2019 TO MAY 2023

Panimalar Engineering College, India

MSc Dissertation

AI-POWERED VOICE CONTROL FOR MOBILE GAMES (ONGOING)

Motivated and detail-oriented MSc Computer Science student at the University of Essex with a strong background in mobile app development, UI/UX design, and intelligent systems. Currently working on an ongoing MSc dissertation project focused on developing a voice-controlled mobile game application using **Kotlin, XML**, and **machine learning techniques**. The project involves integrating **voice recognition and AI-based interaction** to enhance accessibility and gameplay experience. Passionate about creating innovative digital solutions that combine functionality with user-centric design. Looking to apply my technical and creative skills in a dynamic and forward-thinking organization.

Key Technical Proficiencies

- **Coding Skills:** Experience in Python and Kotlin for app development, with working knowledge of HTML, CSS, and XML.
- **Design Expertise:** Proficient in UI/UX tools like Figma, Adobe Illustrator, and After Effects for creating clean, user-friendly designs.
- **Development Tools:** Familiar with Android Studio, Visual Studio, Pycharm, and GitHub for project collaboration and version control.

- **AI & Machine Learning:** Practical knowledge of CNNs and AI applications in areas like image recognition and interactive systems.
- **Professional Skills:** Clear communicator, dependable team player, and quick to adapt in fast-paced environments.

Publications

1. **Ocular Disease Detection Using Deep Learning**

Presented at the *4th International Conference on Engineering and Advancement in Technology*, June 2023.

2. **Automated Attendance System Using Face Recognition**

Presented at the *5th International Conference on Intelligent Computing (IconIC)*, March 2022.

Certifications

1. Google UX Design Certificate
2. Complete Python Developer
3. Web Development Bootcamp

Projects

EMOTION RECOGNITION USING DEEP LEARNING

Worked on a project to recognise human emotions from facial expressions using a CNN model trained on the CREMA-D dataset. I built a simple and user-friendly interface that demonstrates real-time emotion detection, with potential use cases in accessibility tools and interactive systems.

AUTOMATED ATTENDANCE SYSTEM USING FACE RECOGNITION

Developed a system that captures student attendance using real-time facial recognition. It was built using Python and MySQL, replacing traditional methods with a faster and more accurate solution that also reduces manual work and paperwork.

REAL-TIME COMMUNICATION SYSTEM FOR THE SPECIALLY ABLED

Created an AI-based tool to help individuals with speech or hearing impairments communicate more easily through sign language recognition. The project focused on improving day-to-day interaction and accessibility using computer vision techniques.

OCULAR DISEASE DETECTION IN FUNDUS IMAGES

Built a deep learning model that can detect diseases like glaucoma, cataract, and diabetic retinopathy from retinal images. Using a CNN and image augmentation techniques, the model achieved promising accuracy and could assist in early diagnosis.

UI/UX DESIGN PROJECTS

1. **Chic Femme:** Designed an e-commerce site focused on women's fashion, with clean layouts and an easy shopping flow.
2. **Watch Anime:** Created a streaming platform design for anime series, prioritising content discovery and user engagement.
3. **PartnerPlates:** Designed a mobile app for shared food ordering, focusing on usability and clear visual communication.