

Ananda Krishnan M

Computer Science undergraduate
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ABOUT

Creative and adaptable Computer Science student with a strong problem-solving foundation. Showcasing a proven track record of collaboration for diverse projects. Experienced in shaping creative and eye catchy UI/UX designs for effective project implementation. Known for flexibility and a quick learning curve, eager to contribute to innovative solutions in any environment.

EDUCATION

B.Tech Computer Science

Muthoot Institute of Technology and
Science, Kochi
2021 - Present
CGPA 7.2

Higher Secondary / +2

SSRVM, Kochi
Percentage - 75

Secondary

SSRVM, Kochi
Percentage - 91

RECENT PROJECTS

[Shreshta '23](#) & [Varnam '23](#) UI/UX Designing

2023

- Crafted engaging and compliant interactive user interfaces following modern web standards.
- Produced graphic and image assets for content and digital marketing initiatives.
- Tailored user interfaces to meet client specifications.

TOP 100 Coders Finalists - Huddle Global

2023

- Demonstrated problem-solving skills on HackerRank during qualification.
- Implemented Beckn protocol in a project during a hackathon, receiving a thorough introduction.
- Gained hands-on experience with Docker and its functionalities.
- Designed the front-end for the Beckn project.

PassWizard - Password Generator website

2023

- Self-explored web development, acquiring concepts through online resources.
- Independently developed a fully functional website from scratch in 10 hours, qualifying for the top 100 coders.
- Grasped fundamental concepts of HTML, CSS, and Js.

UAV Image Dehazing and Object Detection Project

2024

- Implemented DCP (Dark Channel Prior) algorithm for effective image dehazing.
- Employed gamma correction techniques to enhance details in shadow regions, improving overall image clarity.
- Leveraged the YOLOv8 algorithm in order to create an optimal model for object localisation.
- First-time exposure to YOLO and Roboflow frameworks for custom object detection

> Part of CVPR UG2+ challenge 2024

BooknBite mobile app - UI-UX designing

Currently ongoing

- Leveraged common UI/UX standards to prioritize user ease and action efficiency.
- Crafted engaging and compliant interactive interfaces following modern web standards.
- Tailored interfaces to meet client specifications, ensuring alignment with unique needs.

Object detection in surveillance video feed

2024

- Custom object detection tailored for specific time periods using YOLO and Roboflow frameworks.
- Selective intrusion feed recording with timestamps for optimized memory usage.
- Directional movement tracking enhances situational awareness within the feed.

Forest protection system

2024

- Developed an innovative wildlife detection and alert system utilizing the YOLOv8 object detection algorithm to automatically identify and notify authorities/public about wild animals breaching reserve boundaries. Nighttime monitoring with IR cameras ensures continuous surveillance.
- Integrated a high-frequency noise emulator with surveillance cameras to deter wild animals and humans from approaching electric fences, thereby reducing potential damages or fatalities.
- Implemented a gunshot detection algorithm within wildlife reserve areas, bolstering efforts to combat poaching activities. Seamless integration with authorities' notification systems enhances response time, contributing significantly to wildlife conservation efforts.

SKILLS

- Proven ability as an amazing team player and Lead, contributing effectively towards team goals.
- Experience in leading projects and events, including Model United Nations (MUN), showcasing strong leadership skills.
- Design Tools: Figma, Canva, Adobe XD, Photoshop
- Familiar with Image processing- Opencv, Roboflow, Yolo framework
- Programming Languages: C, C++, Python, HTML, CSS.

INTERNSHIP

UI/UX Designer | vexvo.io

Collaborating with cross-functional teams to design and enhance user interfaces.

Contributing to the creation of visually appealing and user-friendly designs for vexvo.io.

CERTIFICATION & ACHIEVEMENTS

- NPTEL: Joy of Computing in Python
- Google: The Fundamentals of Digital Marketing
- Google: Foundations of User Experience (UX) Design
- Google: Start the UX Design Process: Empathize, Define, and Ideate
- Google: Build Wireframes and Low-Fidelity Prototypes
- Google: Conduct UX Research and Test Early Concepts
- Google: Create High-Fidelity Designs and Prototypes in Figma
- Google: Build Dynamic User Interfaces (UI) for Websites

REFERENCES

Dr.Anishin Raj M.M
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Ms. Fasila K.A.
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