


Logeshwaran Elumalai

✉ logeshwaran.elumalai@outlook.com
☎ (91) 8056779031

portfolio 

LinkedIn 

Github 

TECHNICAL SKILLS

Languages/Frameworks: Python | JavaScript | C#(for game development) | SQL | React.js | Node.js/Express.js

Tools: Unity(game engine) | Postman | Version Control(Git/GitHub) | Figma | Photoshop | Firebase

EXPERIENCE

Orang Utan Organics *Tech Lead*

June 2025 - Present | Uttarakhand, India

- Created a seamless shopping experience via WhatsApp using the **Meta API**, integrating **Razorpay** for payment processing and **Delhivery** for logistics and shipment management.
- Designed and developed a fully functional e-commerce platform utilising **React.js** and **Node.js**, enabling smooth customer interactions and scalable business operations.
- Built custom automation tools to deliver personalised WhatsApp marketing messages, significantly improving customer engagement and retention rates.

Freelancer *Web Developer*

December 2024 - Present | Remote, India

- Developed and maintained client websites, ensuring functionality, responsiveness, and an optimal user experience.
- Developed responsive websites using HTML, CSS, and JavaScript, ensuring compatibility across various devices and browsers.
- Collaborated with clients to determine project requirements, scope, and design preferences.

PROJECTS

Indian Bail Prediction System (Machine Learning & FastAPI) [Github_link](#)

PYTHON

- Built a machine learning based bail prediction system using Python, FastAPI, and Random Forest, achieving 73% accuracy.
- Designed a feature engineering pipeline using IPC sections, crime categories, and legal factors to model bail decisions.
- Deployed a REST API with explainable predictions and confidence scoring for legal analytics use cases.

VH-ken (Game) [Github_link](#)

PYTHON | C# | UNITY game engine | Firebase

- Developed a game utilising hand gesture recognition technology powered by **TensorFlow** and **MediaPipe** in Python, allowing users to control their game characters with precise movements. VH-ken increased user interaction with the game by 80%.
- **Python** code recognises hand gestures and updates the player state in the Firebase Realtime Database.
- Using **C#**, the player state data is fetched from Firebase and used to update player movement in the Unity game engine.

HastyCom [Github_link](#) | [Live_link](#)

HTML | JAVASCRIPT | CSS | Firebase

- As the name suggests, it focuses on quick communication, allowing users to create a chat room in a fraction of a second.
- Created a web application for students to collaborate and communicate during laboratory exam sessions, resulting in 100% student engagement.
- Frontend built using **JavaScript**, **HTML**, and **CSS** | backend powered by **Firebase (Google NoSQL database)**.

RESEARCH EXPERIENCE

[Campus Carpooling: Optimized Ridesharing for Students using Hybrid Ridesharing Algorithm HRA](#)

Authors: Dharshini B S; Logeshwaran Elumalai; Mohamed Aadhil A | **Journal Name:** 2025 International Conference on Emerging Systems and Intelligent Computing (ESIC) | **Volume, Issue and Pages:** 2025, pp. 449-454 | **Publisher:** IEEE

CERTIFICATES

Indian Institute of Technology, Palakkad - Applied Accelerated Artificial Intelligence (NPTEL) [Certificate link](#) - October 2023

Indian Institute of Technology, Madras - Entrepreneurship (NPTEL) [Certificate link](#) - October 2024

EDUCATION

Anna University (Rajalakshmi Engineering College)
Bachelor of Engineering in Computer Science Engineering

Chennai, India
May 2025