Munjam Navadeep

Bachelor of Technology
Computer Science Engineering
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Education

•Indian Institute of Technology, Bhilai *Expected Graduation: 2026*
Bachelor of Technology, Computer Science Engineering

•Sainik School Rukmapur, Karimnagar *2022*
Board of Intermediate Education, Telangana

Personal Projects

•Multimodal Emotional Cause Pair Extraction *Jan 2025*
Developed a deep learning-based system for extracting emotional cause pairs from multimodal data, enhancing sentiment and affective computing applications. GitHub

- **Multimodal Emotion Analysis:** Designed a model leveraging textual and visual features to detect emotions and their causes in conversations and social media content.
- **Deep Learning Architecture:** Implemented a transformer-based architecture with attention mechanisms to improve contextual understanding across modalities.
- **Evaluation Metrics:** Assessed model performance using F1-score, accuracy, and correlation analysis with human annotations.
- **Tools & Technologies:** Python, PyTorch, Hugging Face Transformers, OpenCV, multimodal fusion techniques, and deep learning frameworks.

•Mini GO Compiler *Dec 2023 - April 2024*
A mini-compiler for a subset of the GO language, focusing on syntax analysis and semantic checking. GitHub

- **Compiler Development:** Developed a compiler that successfully parsed and generated code for Go programs. Gained practical experience in compiler construction, optimization techniques, and error-handling mechanisms.
- **Syntax and Semantics:** Implemented syntax checking, global and local symbol tables, and operator overloading resolution, supporting function recursion with a parse tree graph and Abstract Syntax Tree (AST) for visual representation.
- **Tools & Technologies:** Used C, Flex, and Bison for compiler development.

• Terminal Shell Development *June 2024 - July 2024*
Developed a terminal shell with custom commands and functionalities. GitHub

- **Shell Commands:** Implemented essential Unix commands such as `ls`, `cp`, `mv`, and `rm` in C, enhancing user interaction with the shell.
- **Custom Commands:** Added custom commands like `gexit` for graceful shell exit, demonstrating the ability to extend standard functionalities.
- **Modular Design:** Structured the project with modular header and source files (`.h` and `.c`) for maintainability and scalability.
- **Error Handling:** Ensured robust error handling and user feedback mechanisms to handle invalid inputs and operational failures gracefully.
- **Makefile Integration:** Created a `Makefile` to streamline the build process, demonstrating proficiency with build automation tools.
- **Technologies Used:** C, Unix System Calls, Shell Scripting, Makefile, Git.

Technical Skills and Interests

Languages: C, C++, Python, JavaScript, TypeScript
Markup/Styling: HTML, CSS, Tailwind CSS
Developer Tools: Git, GitHub, Docker,Kubernetes, Postman, VS Code
Frameworks: Next.js, React, Express
Cloud/Databases: MongoDB, Mongoose
Data Analysis & Visualization: NumPy, Pandas, Seaborn, Matplotlib
Coursework: Web Development, Data Structures and Algorithms, Operating Systems, Compiler Design, Machine Learning, NLP
Areas of Interest: DevOps, Web Development, ML

Achievements

•1st place **Code Cursade Hackathon** among 24 teams organized by the Coding Club at IIT Bhilai. *2024*

Positions of Responsibility

•Member, DesignX Club *2023-present*
Led UI/UX design for 3+ projects in the DesignX Club, conducting workshops on Figma and Frontend Design.