

Raghav Nanjappan

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RESEARCH INTERESTS

VR interaction design, cybersickness, multisensory perception, human-AI interaction, and user-centered evaluation, with a focus on user perception and adaptation in immersive systems.

EDUCATION

Master of Science Computer and Information Sciences <i>University of Florida</i>	Aug. 2024 – Present GPA: 3.27/4.00 <i>Gainesville, Florida</i>
Bachelor of Technology Computer Science and Engineering (Artificial Intelligence and Machine Learning) <i>Dayananda Sagar University</i>	Aug. 2020 – Jun. 2024 GPA: 8.78/10.0 <i>Bengaluru, India</i>

RESEARCH EXPERIENCE

Volunteer Research Assistant Ruiz Lab <i>University of Florida</i>	Jun. 2025 – Present Herbert Wertheim School of Engineering <i>Gainesville, Florida</i>
<ul style="list-style-type: none">Developed a Unity environment to simulate the effects of motion sickness in VR usersImplementing a client-server architecture to enable remote control of the VR experiment from a web interfaceConducting an IRB-approved study to measure simulator sickness under controlled VR perturbationsAnalyzing the data using quantitative methods to identify patterns in user discomfort	
Research Assistant Computer Science and Engineering (Artificial Intelligence and Machine Learning) <i>Dayananda Sagar University</i>	Sep. 2023 – May 2024 School of Engineering <i>Bengaluru, India</i>
<ul style="list-style-type: none">Classified motor imagery EEG and MEG signals with different deep learning modelsCollected the dataset from existing research papers and online repositoriesImplemented a customized preprocessing pipeline to extract relevant featuresDesigned the architecture of the model with Tensorflow and Keras	
Research Assistant Computer Science and Engineering (Artificial Intelligence and Machine Learning) <i>Dayananda Sagar University</i>	Jan. 2023 – Jun. 2023 School of Engineering <i>Bengaluru, India</i>
<ul style="list-style-type: none">Compared the performance of 3 different algorithms to predict the thought of a person with speech impairmentAssisted in the collection of EEG signals from the brain of the participants using the Emotiv EPOC+ headsetAided in the preprocessing of the dataset by removing the noise and extracting the featuresTrained Support Vector Machines, k-Nearest Neighbors and Long Short-Term Memory models with the dataset	

PUBLICATIONS

- [1] R. Nanjappan, V. N., and J. Vrindavanam. “**NeuroTransformer: Transformer Model for Motor Imagery Classification.**” In *Data Science and Applications (ICDSA 2024)*, S. J. Nanda, R. P. Yadav, A. H. Gandomi, and M. Saraswat (eds.). *Lecture Notes in Networks and Systems*, vol. 1239. Springer, Singapore, 2025.
DOI: 10.1007/978-981-96-1188-1_24
- [2] J. Vrindavanam, R. M. Balakrishnan, R. Nanjappan, and G. Kamath. “**Empowering Speech-Impaired Individuals: EEG-Driven Cognitive Expression Translated into Speech.**” *International Journal of Computer Applications*, vol. 185, no. 28, pp. 43–46, Aug. 2023.
DOI: 10.5120/ijca2023923034

PRESENTATIONS

- [1] R. Nanjappan. “**Thought to Speech for Speech Impaired.**” Presented at the *17th INDIACom: 10th International Conference on Computing for Sustainable Global Development*, Delhi, India, Mar. 2023.
- [2] R. Nanjappan. “**NeuroTransformer: Transformer Model for Motor Imagery Classification.**” Presented at the *5th International Conference on Data Science and Applications (ICDSA 2024)*, Jaipur, India, Jul. 2024.

PROFESSIONAL EXPERIENCE

- Grader - CAP5100 Human-Computer Interaction** Sep. 2025 – Dec. 2025
Dept. of Computer and Information Science and Engineering, University of Florida Gainesville, Florida
- Evaluated student sketches and low-fidelity design concepts for an assignment
 - Graded project proposals, reports, and implementation deliverables for semester-long project
 - Assessed IRB training assignments and student-developed evaluation plans
 - Graded sections of the midterm exam and provided necessary feedback to a class of 151 students
- AI Research Intern** Oct. 2023 – May 2024
Arkham Archives Private Limited Remote, India
- Acquired different data samples from various sources and performed data cleaning
 - Conducted thorough research on emerging large language models
 - Developed an architecture for a text-based quest generation system that aims to help students learn better
 - Fine-tuned the GPT-2 model with the acquired data samples

PROJECTS

- GNV RTS Application | Figma** Sep. 2025 – Present
- Designed a Figma prototype to improve the application used by the Gainesville bus network
 - Utilized design heuristics and interaction principles to critique existing application
 - Conducting formal user testing with 10 participants to evaluate the prototype
 - Reiterating the prototype based on the feedback from the user testing
- Get Cooking! | Unity, C#** Oct. 2025 – Dec. 2025
- Designed a Unity VR game that allows users to cook recipes in a virtual kitchen
 - Developed an interaction mechanism that allows users to grab different objects
 - Created a UI that allows users to select different recipes and ingredients
 - Demonstrated the application to the students of the University of Florida
- Bon Aппétit | React, Gemini API, Mermaid.js** Mar. 2025 – Apr. 2025
- Developed a React-based web application that converts recipe URLs into visual flowcharts
 - Integrated Google's Gemini API to extract and process recipe information from various cooking websites
 - Implemented Mermaid.js to generate interactive flowcharts representing recipe steps and ingredients
 - Created a responsive UI that allows users to save and share their recipe flowcharts

CERTIFICATIONS

- Python for Computer Vision with OpenCV and Deep Learning | Udemy** Oct. 2023
- NLP - Natural Language Processing with Python | Udemy** Sep. 2023

POSITIONS OF LEADERSHIP

- Web Master** Dec. 2023 – May 2024
Dayananda Sagar University Association for Computing Machinery Student Chapter Bengaluru, India
- Designing and maintaining the official website for the university's ACM Student Chapter
 - Collecting and publishing articles on the website
 - Assisted in conducting a workshop on research methodology and LaTeX
 - Aided in the organization of a national level conference
- President and Founding Member** Apr. 2022 – Apr. 2023
AIWorks @ DSU Bengaluru, India
- Founded the university's Artificial Intelligence and Machine Learning club
 - Mentored students on various topics related to AI and ML
 - Organized seminars on the latest developments in the field of AI, given by industry experts
 - Conducted a university level hackathon on machine learning

MEMBERSHIPS

- ACM Special Interest Group in Computer-Human Interaction (SIGCHI)** Nov. 2025 – Present
- Association for Computing Machinery** Dec. 2022 – Present

TECHNICAL SKILLS

Languages: Python, C#, JavaScript, SQL, C, C++, Java
Tools: Git, Unity, Figma
ML: TensorFlow, PyTorch, OpenCV
Web: React