

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

University of Florida

Aug. 2024 – Present

GPA: 3.27/4.00

Gainesville, Florida

Bachelor of Technology

Computer Science and Engineering (Artificial Intelligence and Machine Learning)

Dayananda Sagar University

Aug. 2020 – Jun. 2024

GPA: 8.78/10.0

Bengaluru, India

RESEARCH EXPERIENCE

Volunteer Research Assistant

Ruiz Lab

University of Florida

Jun. 2025 – Present

Herbert Wertheim School of Engineering

Gainesville, Florida

- Developed a Unity environment to simulate the effects of motion sickness in VR users
- Implementing a client-server architecture to enable remote control of the VR experiment from a web interface
- Conducting an IRB-approved study to measure simulator sickness under controlled VR perturbations
- Analyzing the data using quantitative methods to identify patterns in user discomfort

Research Assistant

Computer Science and Engineering (Artificial Intelligence and Machine Learning)

Dayananda Sagar University

Sep. 2023 – May 2024

School of Engineering

Bengaluru, India

- Classified motor imagery EEG and MEG signals with different deep learning models
- Collected the dataset from existing research papers and online repositories
- Implemented a customized preprocessing pipeline to extract relevant features
- Designed the architecture of the model with Tensorflow and Keras

Research Assistant

Computer Science and Engineering (Artificial Intelligence and Machine Learning)

Dayananda Sagar University

Jan. 2023 – Jun. 2023

School of Engineering

Bengaluru, India

- Compared the performance of 3 different algorithms to predict the thought of a person with speech impairment
- Assisted in the collection of EEG signals from the brain of the participants using the Emotiv EPOC+ headset
- Aided in the preprocessing of the dataset by removing the noise and extracting the features
- Trained 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 <i>Dept. of Computer and Information Science and Engineering, University of Florida</i>	Sep. 2025 – Dec. 2025 Gainesville, Florida
<ul style="list-style-type: none">Evaluated student sketches and low-fidelity design concepts for an assignmentGraded project proposals, reports, and implementation deliverables for semester-long projectAssessed IRB training assignments and student-developed evaluation plansGraded sections of the midterm exam and provided necessary feedback to a class of 151 students	
AI Research Intern <i>Arkham Archives Private Limited</i>	Oct. 2023 – May 2024 Remote, India
<ul style="list-style-type: none">Acquired different data samples from various sources and performed data cleaningConducted thorough research on emerging large language modelsDeveloped an architecture for a text-based quest generation system that aims to help students learn betterFine-tuned the GPT-2 model with the acquired data samples	

PROJECTS

GNV RTS Application Figma	Sep. 2025 – Dec. 2025
<ul style="list-style-type: none">Designed a Figma prototype to improve the application used by the Gainesville bus networkUtilized design heuristics and interaction principles to critique existing applicationConducting formal user testing with 10 participants to evaluate the prototypeReiterating the prototype based on the feedback from the user testing	
Get Cooking! Unity, C#	Oct. 2025 – Dec. 2025
<ul style="list-style-type: none">Designed a Unity VR game that allows users to cook recipes in a virtual kitchenDeveloped an interaction mechanism that allows users to grab different objectsCreated a UI that allows users to select different recipes and ingredientsDemonstrated the application to the students of the University of Florida	
Bon Aippétit React, Gemini API, Mermaid.js	Mar. 2025 – Apr. 2025
<ul style="list-style-type: none">Developed a React-based web application that converts recipe URLs into visual flowchartsIntegrated Google's Gemini API to extract and process recipe information from various cooking websitesImplemented Mermaid.js to generate interactive flowcharts representing recipe steps and ingredientsCreated 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 <i>Dayananda Sagar University Association for Computing Machinery Student Chapter</i>	Dec. 2023 – May 2024 Bengaluru, India
<ul style="list-style-type: none">Designed and maintained the official website for the university's ACM Student ChapterCollected and published articles on the websiteAssisted in conducting a workshop on research methodology and LaTeXAided in the organization of a national level conference	
President and Founding Member <i>AIWorks @ DSU</i>	Apr. 2022 – Apr. 2023 Bengaluru, India
<ul style="list-style-type: none">Founded the university's Artificial Intelligence and Machine Learning clubMentored students on various topics related to AI and MLOrganized seminars on the latest developments in the field of AI, given by industry expertsConducted a university level hackathon on machine learning	

MEMBERSHIPS

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

TECHNICAL SKILLS

Languages: Python, C#, JavaScript, SQL, C, C++, Java

Tools: Git, Unity, Figma

ML: TensorFlow, PyTorch, OpenCV

Web: React