UTPAL

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EDUCATION

Vellore Institute of Technology — Aug 2024 – Jun 2028
B.Tech in Information Technology | CGPA 8.76/10 — *Vellore, Tamil Nadu*

St. Joseph's Sr. Sec. School — Apr 2023
High School (PCM + Computer Science) | CBSE | 92% — *Auriya, Uttar Pradesh*

EXPERIENCE

Jurnident — Aug 2024 – Oct 2025
Frontend Web Developer Intern — *Remote, Tamil Nadu*

- Led multiple team projects handling GitHub-based collaboration, task delegation, and integration using Tailwind CSS
- Developed a 3D interactive website using React and Spline, and improved it based on supervisor feedback.

PROJECTS

Gamified Blogging Platform – PenXP [GitHub] — Feb 2025 – Present
Personal Project — *Next.js, TypeScript, MongoDB*

- Developed a unique pixel-art styled blogging platform integrating gaming mechanics such as a gacha system, blogger duels, XP-based progression, and customizable profiles.
- Designed and implemented features including interactive blog posting, leaderboard rankings, avatar systems, and dynamic user profiles using modern frontend frameworks.
- Focused on enhancing user engagement through gamification, creating a responsive and immersive UI with pixel art assets.
- Engineered intuitive navigation for pages like Hero, Features, Blogger Battles, Gacha, Leaderboard, and Profile.

QuiZone – Gamified MCQ Quiz Platform [GitHub] — Jun 2023 – Jul 2023
Personal Project — *NextJs, Flask, Tailwind CSS, CSS3*

- Developed a responsive quiz platform designed for school organizations, enabling MCQ-based learning with real-time results and performance tracking.
- Enhanced UI/UX with engaging visuals and smooth navigation using Next.js and Tailwind CSS, deployed on Vercel.
- Implemented real-time monitoring and insightful performance analytics to help educators track student progress.

Gesture-Controlled Interface System [GitHub] — Jan 2023 – Mar 2023
Personal Project — Computer Vision and UX — *Python, OpenCV, Mediapipe*

- Designed and documented a gesture-based control system using hand tracking for mouse actions, gaming inputs, and keyboard shortcuts.
- Implemented intuitive gestures such as Victory gesture for cursor movement, hand flips for scrolling, and two-hand combos for gaming key emulation.
- Defined a comprehensive gesture-to-action mapping, enabling interaction modes like drag-and-drop, Alt+F4, Win+D, and spacebar keypress using only hand gestures.
- Optimized for runner-style games and multitasking environments, with support for single-handed and two-handed gesture recognition.

TECHNICAL SKILLS

Languages: Python, JavaScript, C, C++, TypeScript, HTML, CSS, SQL
Frameworks & Libraries: ExpressJS, Django, Flask, FastAPI, ReactJS, Axios, NextJS, Mongoose, Keras, React Native
Technologies: NodeJS, MongoDB

ACHIEVEMENTS

- Selected for **Google Developer Student Club (GDSC-VIT)**
- Selected for **Institute of Electrical and Electronics Engineers - Computer Society (IEEE CS-VIT)**