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Varshanraj M C R

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EDUCATION

COIMBATORE INSTITUTE OF TECHNOLOGY 2022-2026
BE in Computer Science
Coimbatore, Tamil Nadu
Cum. GPA: 8.40 / 10.00

XII (HIGHER SECONDARY, STATE BOARD) 2022
SBOA Matriculation and Higher Secondary School,
Coimbatore, Tamil Nadu
95.33 %

LINKS

Github:// **varshanraj**
LinkedIn:// **Varshanraj**

COURSEWORK

Object-Oriented Programming
Data Structures and Algorithms
Web Development

SKILLS

PROGRAMMING

Languages:
C • C++ • Python • Java
Skills:
ReactJS • React Native

CURRENTLY ON

HOLOGRAPHIC KEYBOARD , attempts to project a keyboard picture into the air, enabling users to type on the projected keys. **OpenCV**, **Deep Learning**, and **TensorFlow** can be used to do this. Future plans promise a new age in digital interaction with AR integration and gesture detection. For fluid visual engagement, our Holographic Keyboard has an embedded camera. It provides integration with augmented reality, sophisticated gesture recognition, and visual feedback.

NON-ACADEMIC PROJECTS

E-COMMERCE WEBSITE , Developed a responsive eCommerce website using React, incorporating features such as dynamic product listings, user-friendly shopping cart functionality. Further this can be improvized with secure payment options with gateways and backend can be developed to store, manipulate and retrieve information whenever needed.

MARKETHOTNESS , created a full stack web development project to **visualize the market trends** of a particular market from the market id provided by the user. Used various market metrics to calculate the hotness of the market and visualized the **scores** and the contribution of other metrics. Used **ReactJS**, **Bootstrap** for the front-end, **Chart.js** to visualize the charts, **Node.js** for the back-end and **PostgreSQL** for the database.

ACADEMIC PROJECTS

AMPHIBIA HUNT , created an **Endangered Amphibians Information System** using **C++**. Analyzed and carefully studied on almost thirty amphibian species based on the **IUCN** red list of threatened species. Modeled the amphibians as objects using the **Object Oriented Programming** paradigm, as the amphibians exhibited a common inheritance. The user can choose an amphibian and the information regarding the species hierarchy and its images are displayed using the **graphics library**.

GRAPH VISUALIZER , a visualization tool which aims at displaying graphs and visualizations involved in the field of **Graph Theory** and created a **Graphical User Interface** using the **Tkinter** module. The user can choose the type of graph and the number of nodes. The output graph is visualized in a html file.

DIGIT RECOGNIZER , a python application that predicts the handwritten digits using the **K-Nearest-Neighbour**(KNN) algorithm. Dataset for the project is obtained from the **MNIST Database**. The predicted result produced **0.96** precision.

ACHIEVEMENTS

2024	Completed 65+ problems in leetcode.