

Varun John Paul

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EDUCATION

CHRIST UNIVERSITY

B.TECH IN COMPUTER SCIENCE AND
ENGINEERING - AIML
CGPA - 8.74
2024 | Bangalore, India

ST. JOSEPH'S PRE-UNIVERSITY COLLEGE

HIGHER SECONDARY CERTIFICATE
PERCENTAGE-95.8
2023 | Bangalore, India

ST. JOSEPH'S BOYS' HIGH SCHOOL

ICSE
PERCENTAGE-93.2
2021 | Bangalore, India

SKILLS

PROGRAMMING

C • Python • MySQL
HTML • CSS • Java • C++
Familiar:
Shell

COMPETITIONS,

COURSES, WORKSHOPS

- Participated in the UG Coding event at Rajagiri College of Social Sciences at Kerala and reached the final round (August 2024)

- Introduction to Data Science By Cisco

- AI Fundamentals with IBM SkillsBuild

INTERNSHIP

EDCITE LEARNING | INTERN | SMART FEEDBACK GENERATOR

May 2025 - June 2025 | Bangalore, India

- Designed and developed a web-based application to generate personalized, keyword-aware, and spelling-sensitive feedback for student answers.
- Built a Flask backend integrated with DeepSeek LLaMA API and SpaCy NLP for keyword extraction and feedback generation.
- Implemented MySQL database for user authentication and grade-based question allocation.
- Created a responsive frontend (HTML, CSS, JS) with dynamic question loading, status palette, and instant feedback display.

PROJECTS

OBJECT DETECTION MODEL | YOLOv8

4th semester

- Developed an object detection model using YOLOv8 to recognize hand signs: Thumbs Up, Thumbs Down, Live Long, and Thank You.
- Collected and labeled a custom dataset in Pascal VOC XML format and trained the model using Jupyter Notebook.
- Achieved mAP50: 99.5% and mAP50-95: 89.5%, ensuring high detection accuracy.
- Implemented real-time detection using a webcam, optimizing inference speed and performance..

SIMPLE PAINTAPP | JAVA

3rd semester

- Learned and implemented Java Swing to create an interactive GUI application.
- Built a simple paint application featuring tools like pencil, eraser, and basic shape drawing.
- Gained hands-on experience with event handling and graphics manipulation in Java.

VIRTUAL ART GALLERY | UNITY ENGINE

3rd semester

- Learned and applied Unity to design and develop a virtual Art Gallery application.
- Created an interactive 3D environment showcasing artworks, with features such as customizable lighting and smooth navigation.
- Gained proficiency in Unity Editor, C sharp scripting, and 3D asset integration
- Enhanced user experience by optimizing performance and creating an intuitive UI for seamless exploration.