

Manan Verma

✉ vermamanan05@gmail.com ☎ +91 6283620010 📍 Chandigarh, India

🌐 linkedin.com/in/verma-manan 🐙 github.com/DarkBytezz

Education

B.E. CSE (AIML), Chandigarh University
Current CGPA: 8.0 / 10 (till 2nd sem)

2024 – 2028
Punjab

Skills

Languages:

C++, Python, Javascript

Frameworks & Libraries:

React.js, Node.js, Express.js, Bootstrap, Tailwind

Tools:

Git, VSCode, Firebase, Vercel

Concepts:

DSA, OOPs, Responsive Designing, Machine Learning

Projects

🔗 **PosturePlus**, *AI-based Posture Correction App* ✍
[HTML, CSS, JavaScript, Google Teachable Machine]

Built a real-time posture detection app using webcam and Google Teachable Machine, eliminating the need for external hardware.

- Trained custom ML model to classify correct vs. incorrect posture
- Used webcam input to monitor user posture directly in-browser
- Delivered instant visual feedback via a clean, responsive UI
- Lightweight, hardware-free solution ideal for students and desk workers

🔗 **Krime Video**, *Prime Video Clone (frontend)* ✍

Created a responsive Prime video-inspired UI as a beginner front-end project to mimic OTT platforms.

- Designed homepage with movie thumbnail grid layout
- Built navbar, featured banner, and category sections using HTML & CSS
- Added hover effects, responsive design, and scrollable content rows
- Practiced UI cloning and layout structuring using flexbox & media queries

BoxBoxAI (In Progress), *AI-Powered In-Game Voice Communication System*
[FastAPI, Python, NLP, WebSockets, Speech-to-Text, Text-to-Speech]

Developing a real-time AI communication layer to replace static in-game dialogues with context-aware voice responses.

- Uses **FastAPI** to expose AI endpoints for real-time game interaction
- Implements **STT** to understand player inputs and **TTS** for dynamic AI replies
- Leverages NLP models to generate **context-aware game chatter**
- Designed to support **multiplayer coordination**, immersive storytelling & strategic cues
- Focused on reducing reliance on pre-recorded lines and enhancing **player immersion**

Achievements & Activities

- **Ranked 4th in Tackathon 3.0**, selected for Smart India Hackathon 2024 online round.
- **Participated in IEEE Xtreme**, ranked in **top 10 within university** among 50+ teams
- **Participated in University Coding Club Hacknights** and **Code Sprints**