



AYUDH HALDAR

 ayudhhaldarprofessional@gmail.com

 +31644810034

 Eindhoven, 5612 KL Netherlands

 <https://www.linkedin.com/in/ayudh-haldar-317366283/>

 <https://github.com/Ayudh-M>

PROFESSIONAL SUMMARY

Results-driven Computer Science student with strong technical skills, a firm grasp of business needs. Proficient in troubleshooting problems and conducting tests, complemented by excellent communication and planning abilities. A highly curious individual, I have a voracious appetite for learning new things, eagerly embracing challenges and experimenting with new technologies. My true passion lies in technology, particularly computer science, where I continuously seek to expand my knowledge and apply innovative solutions to complex problems.

SKILLS

- Java, Python, HTML/CSS/JS, C/C++/C#, SQL, Matlab, GDScript, MongoDB, Rust proficiency.
- Unity, Unreal, Godot, Blender, RPGMaker, Firebase, Linux, Wordpress, android studio, visual studio, vscode, pycharm, netbeans, TinkerCAD proficiency.
- Unit, Integration, and System Testing
- GitHub collaboration

EDUCATION

Technische Universiteit Eindhoven
Eindhoven, Netherlands

Master of Science: Computer Science
And Engineering

Expected in 09/2026

Bachelor of Science: Computer Science
And Engineering

Graduated in 09/2024

A-Levels (Zambia) 11/2021

IELTS (Zambia) 11/2021

LANGUAGES

Bengali, English: Native/Bilingual

Hindi: Proficient

Urdu, French : Fluent

PROFESSIONAL EXPERIENCE

Technische Universiteit Eindhoven - Final Year Project Team Member

Eindhoven, Netherlands • 09/2023 - 06/2024

- Collaborated with a team of 11 to integrate sensors (radar, lidar, and camera) and SLAM with ROS for a project in partnership with Team Polar.
- Utilized ROS, Python, C, C++, GitFlow workflows, and Scrum methodology throughout the project, gaining significant technical and teamwork skills.
- Led the complete setup of the lidar and radar systems, including hardware setup and driver code implementation, alongside a teammate.
- Single-handedly handled all the code, and electrical engineering needed to enable the movement of the physical Mini cube, overcoming technical challenges and demotivation from some team members.
- Persisted in implementing the radar system, despite clients and team members losing hope, by reaching out to manufacturers and professors, successfully making the radar functional (with a teammate).
- Developed all the testing frameworks for the code, ensuring high standards of functionality and reliability.
- Earned a rare extra grade point due to outstanding contributions, recognized by peer reviews and project supervisors.

Technische Universiteit Eindhoven - USE Course Project Team Member

Eindhoven, Netherlands • 09/2023 - 06/2024

- Developed a unique NFC system in a sub team of 2, creating a chip that replaced multiple cards and could be integrated into 3D-printed objects such as rings, bracelets, and keychains.
- Designed and implemented the entire software system from scratch, including the NFC reader software and server infrastructure, allowing multiple cards to be replaced by a single chip.
- Focused on creating an API to interface between the NFC hardware and the servers, ensuring seamless communication and data flow.
- Set up multiple servers from scratch on Linux Mint, ensuring real-time functionality and efficient data transfer between servers.
- Demonstrated the capability of the system to read one card across different terminals and act as different cards for different companies, showcasing the flexibility of the solution.

OTHER PROJECTS

- Created an automated man in the middle attack (in a group)
- Created an embedded system with unity simulation and physical robot to sort disks (in a group)
- Created a website and tool which can be used to integrate a unique and automated soda mix and matcher using html, css, js and python. (in a group)
- Created an App that can be used to review courses and allow students to leave personal reviews and comments for courses, using Android Studio and java, with a firebase backend. (in a group)
- Created a 2d platformer in unity, in a group but only one other person in the group did any work.
- Created a game about space and cs puzzles on Godot using GDscript.
- Created a physical 1v1 or 2v2 game based on competition using an Arduino, Tinker CAD, C++, blender, 3D modelling and physical building.

ONGOING PERSONAL PROJECTS

- **Personal Note taker:** A software that is supposed to take notes for you automatically if you simply take the device with the software running into a lecture room. The google api voice to text has already been implemented.
- **Vedic Routine Website:** A website which essentially takes routine structures from ancient Indian rules for yoga and health and attempts to implement those rules and systems into a western timetable creation website. The conversion of western time into a time based on yoga and the cycle of sunrise has been implemented.

- Delivered the project in 2 months, highlighting the use of Python, Bash, and server environment setup, with a strong focus on real-time data management and infrastructure development.
- Successfully combined innovation in hardware and software, creating a practical and fully functional product that replaced multiple cards with a single chip.

Freelance AI Developer

Netherlands • 2024

- Developed an AI model that scored cars based on provided stats, using a custom scoring system from a database.
- Tackled the challenge of creating a highly accurate model (95% accuracy) using only 380 data entries, which required feature engineering to handle limited data and lower-spec car predictions.
- Utilized Python to build the AI model, leveraging regression techniques to achieve high accuracy.
- Adapted to unexpected client requirements, converting Python code into JavaScript for integration with a WordPress site, enabling the scoring system to be used dynamically.
- Delivered the solution within 3 days under tight deadlines, showcasing dedication and the ability to exceed client expectations.

HOBBIES

- **Gaming:** I play a lot of different games but like strategy, turn based games quiet a lot over shooters and hack and slash.
- **Fiddling with new Tech:** I fiddle with new tech all the time whenever something new comes out, for example my recent fascination is with LLMs and ai image generators and I downloaded a lot of smaller ones from hugging face and experiment with them. I use Linux as my work OS and prefer that for technical work over windows. Also, as a side note I have been developing websites since grade 6.
- **Meditation and Self Improvement:** I meditate and try to gain control over my mind, emotions and reactions and try to be a better person every day.