☎ 8088491252

✉ goutham3336@gmailcom

⬤ Github

in Linkedin

LeetCode

GOUTHAM N

FRAMEWORKS

- Django
- Flask
- Flutter
- Xcode
- Unreal Engine
- Angular
- Rocm

EDUCATION

SCHOOL

Little flower public school

BACHELOR OF TECHNOLOGY

Rns institute of technology

2021 - 2025

TECHNICAL SKILLS

Python - Pandas,TenserFlow,Django,Flask
C,C++ - Data structures
MySQL, SQlite, ORM - Databases
C# - Unity game devolopment
Dart,Java,Flutter,Swift - App Devolpment
Solidity - Smart Contracts and BlockChain

INTERESTS AND HOBBIES

From a young age, computer science has been my greatest passion, fueling a journey of exploration and innovation. I spend my spare time creating intricate 3D games in Unreal Engine and diving into AI projects, where creativity meets technical expertise. Tackling LeetCode challenges and pushing my personal projects excite me, as I thrive on solving problems and turning ideas into reality. My goal is to develop groundbreaking AI technologies and understand the essence of computer science. Solving complex problems daily is what fuels my happiness and motivation. I am eager to join a dynamic team where I can grow, contribute my skills, and make a meaningful impact.

ACHIEVMENTS

- Got selected in **AMD** AI pervasive event and won a AMD Rocm graphic card and PC from AMD.
- 2nd place in Code Fiesta (competitive programming hackathon) in **IISC bangalore.**
- Invited to **Delhi** for Startup prototype demonstration
- Selected in for **IIM Lucknow** Entrepreneurship cohort 3.
- 3rd place in **IISC** aptitude quiz.
- Shortlisted for **IIT Madrs E-Summit** incubation

CERTFICATIONS

- **Microsoft** foundational C# (300hrs)
- **Harvard** CS50 Introduction to AI with Python
- **JPMorgan Chase&Co.** Software Engineering simulation
- **FreeCodeCamp** Data Analysis with python
- SoloLearn Web Development
- Udemy Ethical Hacking

BEST PROJECTS

SKYNECT

Co-founder

- Founded my startup Skynect, gaining firsthand insight into company operations and management.
- Developed skills in team management and collaboration through working closely with colleagues.
- Mentored and onboarded junior team members, highlighting the significance of a cohesive team dynamic.

COMPUTER SCIENCE THEORY

- To understand how computer work simulated my own **16 bit CPU.**
- Built my **own Interpreter based programming language** to understand how dynamic programs like python work.
- Wrote my **own memory allocators and header files** in C to understand garbage collectors and how computers function at core
- Studied **AI theory deduced during 1950's** to understand the fundamentals of Ai

DEVOLPMENT

- Developed a full scale **AI project sponsored by AMD** that analyses students's response in exams and deduces where they went wrong and how to improve upon them.
- Built a project in Django that is now used as **Murdeshwer Tender Management system.**
- Developed a **fully fledged social media app on flutter for my startup and also developed an event manager app for my college**.
- Built many **3d games** in Unreal engine via blueprint classes.
- worked on s 2 month solo project for **GOOGLE API DEVELOPER COMPETITION** where i had to create a full scale responsove app using flutter and firebase connected to gemini API that used advannced neural networks to award points to customers based on eco friendly activities