



# MANEESH NAND

## student

### My Contact

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📍 PES UNIVERSITY, Electronic city, Bangalore

🌐 www.thecreativefreak.com

### Hard skills

- Programming languages (e.g., Python, C, C++, Java)
- Data mining and analysis
- Familiar with DevOps tools
- Blender & Unreal Engine proficiency
- Competitive programming
- Graphic & Web Design
- Drawing & Photography
- Editing & Videography

### Soft skills

- Creativity
- Presentation skills
- Decision making
- Communication
- Multi-tasking

### Education Background

- PES UNIVERSITY, Bangalore  
*Bachelor of Technology*  
*COMPUTER SCIENCE ENGINEER*  
2020 – Present
- Narayana Junior college  
*Prepared for JEE mains and ADVANCE*  
2018 – 2020
- Viswabharati english medium School  
*Gudivada, Andhra pradesh*  
2012 – 2018

### About Me

Driven by an insatiable curiosity and a thirst for knowledge, I am an accomplished engineering student interested to make a meaningful impact in art design, web development, and technological innovation. With a diverse skill set that encompasses Angular, React, DevOps, Android development, and the creation of immersive experiences through augmented and virtual reality using Blender, I bring a unique blend of creativity and technical expertise to every project I undertake.

### Professional Experience

- **Working on college team project:**  
**SPORTS VIDEO SUMMARIZATION**  
*DEC'22 – Present*  
=> It's a machine learning based project which uses 3D resnet, CNN, Knapsack that combines the most important key frames in the match based on the user desired duration of the summary.
- **Worked as an intern at TCPL company**  
During my internship at TCPL as a web developer, I had a fantastic learning experience. I had the opportunity to delve into backend development using Angular, expanding my skills in web development. Additionally, I gained exposure to the basics of Android development, thanks to the guidance and support of my colleagues.  
*JUNE'22 – JULY'22*
- **Projects that I dedicated my efforts to:**
  1. Action horror game using Blender & Unreal Engine.
  2. 3D cube rendering in 2D plane using Python, matrices.
  3. Object Detection with Image AI in Python.
  4. WEB chat server using HTML & CSS.
  5. Shopping mall safety and maintenance using ARDUINO.AND MANY OTHER MINOR PROJECTS FOR THE RESPECTIVE COURSES THOUGHT  
*2020 – 2022*

### Additional mentions

- |                |   |
|----------------|---|
| 2022 – present | Engaging in part-time freelance work as a video editor. |
| 2022 – present | Design team Lead for shunya Club (PESU)                 |
| 2021 – 2022    | Part of Design team in IEEE society.                    |
| 2022 – present | Hold the role of class representative.                  |

### Achievements

- |                |   |
|----------------|---|
| Hacknight'2021 | Secured 6th prize in a hackthon conducted by Hack night (PESU).                           |
| IBMZ datathon  | selected into 10 teams for developing AI based rain water preservation using geolocation. |