

# Kabileshwaran M

Computer Science Undergraduate

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🔗 [LinkedIn](#) | 🔗 [GitHub](#) | 🔗 [LeetCode](#)

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## SUMMARY

Passionate and curious Computer Science student at Eastern University of Sri Lanka with a strong focus on Data Structures & Algorithms, Software Development, and AI/ML. Dedicated problem solver and continuous learner committed to building impactful projects and exploring new technologies.

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## EDUCATION

B.Sc. in Computer Science

Trincomalee Campus, Eastern University of Sri Lanka

- **Status:** Currently Pursuing
  - **Key Coursework:** Data Structures & Algorithms, Software Development, Web Technologies.
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## TECHNICAL SKILLS

- **Programming Languages:** C++, Python
- **Libraries & Tools:** SFML (Simple and Fast Multimedia Library), Jupyter Notebook, Git/GitHub
- **Core Concepts:** Data Structures, Algorithms, Object-Oriented Programming (OOP), Game Loops, Event Handling

- **Interests:** Game Development, Web Technologies, Artificial Intelligence, Machine Learning
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## PROJECTS

### Snake Game (C++ & SFML) | [Repository Link](#)

- Developed a classic Snake game using C++ and the SFML library.
- Implemented core game development concepts including game loops, real-time event handling, and graphics rendering.
- Designed responsive keyboard controls and collision detection logic.

### C++ Concepts & Revision Suite | [Repository Link](#)

- Created a comprehensive collection of C++ programs to demonstrate and reinforce fundamental concepts.
- Covered topics ranging from variables and loops to functions and arrays, serving as a resource for peer learning and revision.

### Python Learning Journal | [Repository Link](#)

- Maintained a repository of Python exercises and practice codes to track progress in Python programming.
  - Documented solutions and implementations based on structured tutorials (CodeWithHarry), covering various Python functionalities.
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## ONLINE PRESENCE & LEARNING

- **LeetCode:** Active problem solver practicing algorithmic challenges.
  - **Medium:** Writer on technical topics and learning experiences ([Link](#)).
  - **GeeksforGeeks:** Active user engaging with computer science resources.
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## LANGUAGES

- English (Professional Working Proficiency)
- Tamil (Native/Bilingual)