

# Mudit Nagori

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## Summary

Recent graduate of SRM Institute of Science and Technology studying Software Engineering. Enthusiastic student skilled in software engineering, specifically in the field of System Operations. An individual offering a positive attitude and passion for working on a technical team project. Desiring a software development position with an engineering firm.

## Notable Projects

### Stick Bomb Game Using Unity (Self Initiated Project)

- A 2D Plat-former made in unity using **C# programming Language**
- Designed save and load mechanics of the game
- Designed a database to maintain scorecard of the largest run with high-score

### Graphic Engine (Self Initiated Project)

- A 2D and 3D graphics engine developed using **HLSL and DirectX 11**.
- This Engine is fully standalone and uses **windows SDK** for its implementation.
- **OpenCL** is used to connect GPU and CPU.

### Operating System (Self Initiated Project)

- An operating system built from scratch with a new **Kernel in C++ and UI in GIMP**.
- Developed a custom kernel to implement specific features and interactions with Hardware.
- Developed custom UI to maintain the front end of the operating system.
- Based on the **Linux File System**.

### Tic-Tac-Toe AI (Self Initiated Project)

- Designed and developed an artificially intelligent Tic-Tac-Toe game which learns how to play and win by playing against you.
- **Genetic Algorithm** used and hence requires 4-5 games before algorithm get trained enough to give a fight
- The trained model is saved and hence will be already trained

## Core Competencies

Docker

Graphic Programming

C , C++ & C# Programming

Machine Learning

Database Design and Analysis  
(especially MySQL)

Project Documentation

Agile Methodology

Coding and Modularization

Shader Development

AWS

Google App Engine

Linux System Admin

## Technological Skills

C

C++

Core Java

Python

MySQL

ML in Python

when used again

- Developed in **Google App Engine**

Arduino

Visual Studio

#### **Prime number generation using ML (Self-initiated project)**

- Developing a machine learning model which can find if a number is prime or not.
- Finding huge prime numbers requires a lot of time which can be reduced using a machine learning model as it consumes almost similar time for small and huge numbers.
- Feature Engineering is being done to get meaningful columns to increase the accuracy of the model.
- Data science and Machine learning are used.
- Highest achieved test accuracy is **92.6%**.
- Developed using **Python and AWS cloud**.

HLSL & GLSL

C#

Visual Studio

Android Development

OpenCL

Windows SDK

Directx 11 SDK

#### **GEDCOM Challenge (Self Initiated Project)**

- The aim is to design and implement a Genealogical Data Management System for researchers and scholars to maintain genealogical data of various people and their families.
- This system can be useful to create various links between unrelated disease and old genealogical disorder using their gene history.
- The system uses a **GEDCOM standard**.

#### **LANGUAGES**

English

Hindi

Japanese

#### **EDUCATION**

##### **SRM IST, Chennai, TN — Bachelor Of Technology**

June 2016 - May 2020

Completed Software Engineering with **7.82/10 CGPA**

##### **Maheshwari Public School, Jaipur, RJ — Secondary Education**

May 2001- May 2015

Completed 12th with 82.6% in PCM with BioTechnology

Completed 10th with 8.0/10 CGPA

#### **Professional Experience**

##### **ST Infosys – Intern**

Responsible for maintaining an already existing MySQL database using REST API and Core Java.