


NASHEETH AHMED A

[in nasheethahmeda](#) • +91 9442669492 • nasheethahmeda04@gmail.com • [NasheethAhmedA](#) 

Education

KINGSTON ENGINEERING COLLEGE

B.E COMPUTER SCIENCE AND ENGINEERING

CGPA: 8.8

HOLY CROSS MATRIC HR. SEC. SCHOOL

First Rank at Computer Science in HSC Examinations

Vellore, Tamil Nadu, India

Currently Pursuing

Vellore, Tamil Nadu, India

APR-2022

Experience

GAME DESIGNER / DEVELOPER

Broad Based Games

REMOTE

DEC 10 2023 - FEB 13 2024

- Developed a *Tank game* using Godot Game Engine
- Created *3D models* and *Levels* using *Blender*
- Communicating and resolving *Bug fixes* and implementing *new features*
- *Deployed* on various *platforms* like websites, android, desktop etc..

WEB DEVELOPMENT INTERN

Unified Mentor Pvt Ltd.

REMOTE

MAR 05 2024 – APR 05 2024

- Learned many web technologies like react.js, bootstrap etc..
- Created a *responsive* website for *Tic-Tac-Toe Game* with *Isomorphic* logic.
- Created a *responsive* *Memory-Card* Game in *react.js* and hosted on *Github* pages.
- Try here: [Tic-Tac-Toe Game](#), [Memory-Card Game](#).

Projects

Ikrah Cross-Platform App

- *Description*: A **non-profit, open-source** Quran reading and journaling app designed for a seamless and engaging experience.
- *Technologies Used*: **Flutter**, Dart, SQL, Provider
- *Outcome*: Developed and **shared** an accessible platform for Quranic reflection, enabling users to read, listen, and journal effortlessly.

Novel SHA256 Collision Generation Methodology using ML

- *Description*: A *Novel* concept for creating a *collision* key from hash digest for SHA256.
- *Technologies Used*: MLP, Scikit-learn, NumPy
- *Outcome*: A Theoretical way to create any *collision* key with 97% accuracy and a *Dataset* of matches.

Student Tracking System

- *Description*: Student location and behavior tracking through cameras in campus.
- *Technologies Used*: OpenCV, Mongo DB, FastAPI, HTML, CSS, JavaScript
- *Outcome*: A proof of concept for *Automated* mass mob control through ML which can *predict* crimes in city.

SKILLS AND ABOUT

Language Skills: Fluent in English , Tamil

Spoken only: Hindi, Urdu

Programming languages: Python, C, JavaScript, Dart, GDScript, Java, Kotlin

Familiar Technologies: Android Studio, Aseprite, Blender, FastAPI, Flask, Flutter, Git, GitHub, Godot, Mongo DB, Node.js, SQL, React

Adept at: Data Structures and Algorithms, Machine Learning and Clean Code Architecture.

Certifications: Google Cloud Data Analytics Course, IOT and Blynk Course etc..

Age: 20; **Gender**: Male

Objective

An aspiring computer science engineer with a strong passion for **game development**, **app development**, **machine learning** and **web technologies**.

Eager to contribute these skills to **innovative projects** while continuing to grow professionally.

Dedicated, detail-oriented, and enthusiastic about **leveraging technology** for **creative solutions**.