NASHEETH AHMED A

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Education

KINGSTON ENGINEERING COLLEGE   Vellore, Tamil Nadu, India

B.E COMPUTER SCIENCE AND ENGINEERING   Currently Pursuing

CGPA: **8.8**

HOLY CROSS MATRIC HR. SEC. SCHOOL   Vellore, Tamil Nadu, India

First Rank at **Computer Science** in HSC Examinations   APR-2022

Experience

GAME DESIGNER / DEVELOPER   REMOTE

Broad Based Games   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   REMOTE

Unified Mentor Pvt Ltd.   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

I am an aspiring computer science engineer pursuing my B.E in Computer Science and Engineering with a strong passion for game development, app development and web technologies. With hands-on experience in game design, web development, and machine learning, I am eager to contribute my skills to innovative projects while continuing to grow professionally. I am dedicated, detail-oriented, and enthusiastic about leveraging technology for creative solutions.