NASHEETH AHMED A

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SUMMARY

Computer Science undergraduate with a **strong foundation** in data structures, algorithms, and full-stack development. Experienced in building scalable web and mobile apps, REST APIs, and contributing to **open-source** projects. Interested in designing reliable **systems** and clean user experiences

TECHNICAL SKILLS

Languages: Java, C/C++, Python, TypeScript, Dart, SQL
Frameworks/Tools: FastAPI, React, Flutter, N8N, Git/GitHub, Godot, Linux
Databases: MySQL, SQLite, MongoDB
Concepts: Data Structures and Algorithm, Full-Stack Development, System Design, SDLC

Education

KINGSTON ENGINEERING COLLEGE — Vellore, Tamil Nadu, India
B.E COMPUTER SCIENCE AND ENGINEERING — Currently Pursuing
CGPA: **8.3**
GATE CSE (2025): **AIR - 5765, Top 3%**

HOLY CROSS MATRIC HR. SEC. SCHOOL — Vellore, Tamil Nadu, India
(1st) First Rank at **Computer Science** in HSC Examinations — APR-2022

Experience

DESIGN THINKING CLUB — ONSITE
Vice President — MAR 03 2025 – PRESENT
- Conducted and **hosted a workshop** on Intermediate Python, guiding members through practical coding exercises.
- **Lead** a modular React.js **website** for the club, **collaborating** with coordinators and integrating into institute's domain.
- Managed and **coordinated** multiple club events, ensuring smooth logistics and high member engagement.
- Fostered a **technical collaboration**, significantly improving team's coding proficiency and communication skills.

GAME DESIGNER / DEVELOPER INTERN — 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..

OPEN-SOURCE CONTRIBUTIONS

GODOT GAME ENGINE — REMOTE JUL 29 2025
- Enhanced core of **Godot Engine** (C++), a leading 2D/3D game engine.
- Synced **Path3D toolbar** with curve updates, **improving** editor UX.
- Refactored VisibleOnScreenNotifier3D gizmo via Gizmo3DHelper, cutting code size and **standardizing** behavior.
- Gained experience with **large-scale C++** architecture, rendering, and **CI workflows**.

MCSTRUCTURE (PYPI) — REMOTE JUL 27 2025
- Improved **MCSTRUCTURE** Python library for Minecraft structures.
- Rewrote resize logic in Structure, preserving data and **optimizing** edge cases.
- Added a **combine() API** with **unit tests** for reliable structure merging.
- Strengthened skills in Python packaging, testing, and collaborative reviews.

Projects

App Development

Ikrah App
- **Description:** A cross-platform Quran reading and journaling app with verse bookmarking, playback, dark mode, and journaling features.
- **Technologies Used:** Flutter, Dart, SQLite, Provider
- **Concepts Used:** State Management, Cross-Platform UI, Data Persistence, Clean Architecture
- **Outcome:** Built and deployed a spiritual productivity tool with accessible UI, structured data, and extensible features.

AskYourSelf
- **Description:** A habit-forming app that lets users schedule and answer introspective questions using sliders , text , and MCQ formats.
- **Technologies Used:** Flutter, Dart, SQLite, Provider
- **Concepts Used:** State Scheduling, Offline-first Architecture, UI Components
- **Outcome:** Developed a journaling assistant with customizable input formats, answer tracking, and clean calendar-based review.

Web Development

SnipCraft: Browser-Based Video Suite
- **Description:** Architected and led the development of a premium, 100% client-side screen recording and editing suite.
- **Technologies Used:** React.js, TypeScript, FFmpeg, WebAssembly, Zustand, Web Workers, Vite.
- **Concepts Used:** Multi-threaded Browser Processing, State-Driven UI/UX, Component-Based Architecture, Neo-Brutalist Design.
- **Outcome:** Successfully delivered a functional MVP featuring real-time screen/audio capture, precision timeline editing and multi-format export.

Link Shortener
- **Description:** Developed a web app with REST API support for creating short links with custom aliases, built on a scalable architecture.
- **Technologies Used:** FastAPI, MongoDB, Bootstrap, JavaScript
- **Concepts Used:** RESTful APIs, Data Routing, URL Mapping, Stateless Design
- **Outcome:** Delivered a complete backend + frontend system with input validation, persistent storage, and real-time sharing capability.

Prototypes

DMIT Programming Language
- **Description:** Designed and implemented a custom, high-level programming language which is Deterministic, Modular, Interpreted and Typed.
- **Technologies Used:** C, CMake, Python
- **Concepts Used:** Tree-Walker Interpreter, Recursive Descent Parsing, Memory Management, Strong Typing.
- **Outcome:** Developed a robust interpreter supporting Multi-paradigms, for deterministic AI and Backend scripting.

AR-HOST: Spatial Interaction System (ARCore)
- **Description:** Developed a prototype for a HOSTING platform of AR-Agents for businesses in location bound virtual space.
- **Technologies Used:** Godot Engine, ARCore SDK, GDScript, Gemini API.
- **Concepts Used:** Spatial Mapping, Pose Estimation, Multimodal Interaction, Edge AI Integration.
- **Outcome:** Built a working proof-of-concept for AR Agentic assistants capable of real-time spatial dialogue and visual feedback.

Student Tracking System
- **Description:** Developed a PoC for computer vision-based campus monitoring using facial recognition with Dlib and OpenCV.
- **Technologies Used:** OpenCV, Dlib, FastAPI, MongoDB
- **Concepts Used:** Face Detection, CV Pipelines, Real-Time Tracking, REST Integration
- **Outcome:** Built a working pipeline for detecting student locations via camera feeds; dataset and architecture tested with sample video input.

Theory of Computation Game
- **Description:** Interactive simulator to build DFA/state machines for visualizing TOC concepts through drag-and-drop mechanics.
- **Technologies Used:** Godot Engine, GDScript, Aseprite
- **Concepts Used:** Automata Theory, Event-Driven Programming, Game UI Systems
- **Outcome:** Created a visual playground for CS students to learn computation theory via direct manipulation and animation.

Soft Skills and Certifications

- ❑ **Team Leadership**
- ❑ **Agile Project Management**
- ❑ **Stakeholder Communication**
- ❑ **C1-level English Fluency**
- ❑ **Technical Documentation**
- ❑ **Cross-functional Collaboration**
- ❑ **Google Cloud Engineering Course Certification**