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**
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

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.

DESIGN THINKING CLUB — REMOTE
Vice President (in-person) — MAR 03 2025 – PRESENT

- Conducted and **hosted a workshop** on Intermediate Python, guiding members through practical coding exercises and foundational concepts.
- Co-developed a modular React.js **website** for the club, **collaborating** with coordinators and introducing **GitHub** workflows for version control.
- Managed and **coordinated** multiple club events, ensuring smooth logistics and high member engagement.
- Fostered a culture of **technical collaboration**, significantly improving team member's coding proficiency and communication skills.

Projects

App Development

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

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

Distributed Web Development

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

SpaceTec Survival Guide
- o **Description:** Full-stack hackathon submission combining alien detection maps, a survival guide, and a ChatGPT-based assistant UI.
- o **Technologies Used:** FastAPI, Bootstrap, Google Maps API, gpt4free
- o **Concepts Used:** Full-Stack Architecture, Geospatial APIs, LLM Wrappers, Client-Server Integration
- o **Outcome:** Hosted a multi-page site with chat assistant and detection maps; backend deployed via Vercel, frontend via GitHub Pages.

Prototypes & Simulations

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

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

Research & Exploration

SHA256 Collision Generation (ML)
- o **Description:** Proposed a methodology to find SHA256 collision candidates using supervised learning on hash-to-collision key mappings.
- o **Technologies Used:** Python, NumPy, Scikit-learn
- o **Concepts Used:** Cryptography, Hash Inversion, MLP Classifier, Dataset Design
- o **Outcome:** Highlights ML's potential for approximating hard crypto problems for 7% chance.

Polynomial-Time Depth Calculation of 2x2x2 Rubik's Cube
- o **Description:** Explored state space depth classification of the 2x2x2 cube, generating move data and using decision trees to study polynomial-time resolution.
- o **Technologies Used:** Python, Pandas, scikit-learn
- o **Concepts Used:** Computational Complexity, State Encoding, Supervised Learning, Decision Trees, Data Science
- o **Outcome:** Created a full dataset of cube states and their depths (3674160 pairs); achieved 100% accuracy with tree-based classifiers.

Goldbach and Twin Prime Conjecture Visualization
- o **Description:** Investigated relationships between prime gaps and Goldbach's conjecture using Dmin and interval plots across number scales.
- o **Technologies Used:** Python, NumPy, Matplotlib
- o **Concepts Used:** Number Theory, Prime Intervals, Data Visualization
- o **Outcome:** Visualized patterns across prime multiples; identified structural gaps potentially supporting finite constraints between conjectures.

SKILLS AND ABOUT

Language Skills: Fluent in **English** , Tamil   **Spoken only:** Hindi, Urdu

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

Frameworks & Libraries: FastAPI, Flask, Flutter, React, Node.js, HTML/CSS, OpenCV, scikit-learn,

Tools & Platforms: Linux, Git, GitHub, Google Cloud, Android Studio, Godot, MongoDB, SQLite, Aseprite, Blender, Ollama

Concepts:

Data Structures & Algorithms, Distributed Systems, Computer Vision, Machine Learning, TCP/IP, Clean Architecture, REST APIs, Cryptography, Quantum Computing, Responsive Design.

Certifications:
- ❑ Google Cloud Data Analytics Course - Google Cloud Skill Boost
- ❑ Google Cloud Engineering Course - Google Cloud Skill Boost
- ❑ IOT and Blynk Course – Naan Mudhalvan

Summary

Computer Science undergraduate with **strong fundamentals** in systems, algorithms, and full-stack development.

Experienced in building **distributed** web systems, mobile apps, and intelligent tools using Python, FastAPI, MongoDB, Flutter, React, and Godot.

Passionate about **solving** real-world problems using clean code, machine learning, and scalable architecture.

Seeking to contribute to real world solutions with **creativity** and **versatility**.