

NASHEETH AHMED A

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Education

KINGSTON ENGINEERING COLLEGE

B.E COMPUTER SCIENCE AND ENGINEERING

Vellore, Tamil Nadu, India

Currently Pursuing

CGPA: 8.8

HOLY CROSS MATRIC HR. SEC. SCHOOL

First Rank at Computer Science in HSC Examinations

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.