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# Siddhesh Nakade

[github.com/Siddheshbn](https://github.com/Siddheshbn)

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## SKILLS

<b>Languages</b>	C++, C
<b>Tools</b>	Android Studio, Blender, Unity, Adobe Photoshop, GIMP, Adobe Premiere Pro, Adobe After Effects
<b>Communication</b>	English, Hindi, Marathi

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## TECHNICAL EXPERIENCE

<b>Treasure Tower</b>	12/2021 — 01/2022
<i>Unity Application</i>	

- Designed and developed a 2D strategy-based game using unity engine, C, and Gimp.
- Implemented A\* Graph Algorithm to find the appropriate path which helped NPCs to catch the player.
- Secured 1st position in Gaming Frontier Challenge Hackathon conducted by IIT Madras.

<b>Student Attention Detector</b>	02/2022 — 02/2022
<i>Machine Learning Project</i>	

- Worked along with fellow developers on the computer vision model which keeps the track of the position of eyelids and mouth to detect the user is sleepy or not.
- Used Data Visualization techniques to showcase the user's data in form of graphs.
- Used python, Matplot libraries, OpenCV, face-recognition. Secured 1st position in DevDays Hackathon in the Student welfare theme.

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## EDUCATION

<b>Bachelor of Technology in Civil</b> , <i>Visvesvaraya National Institute of Technology, Nagpur</i>	2023
<b>Senior Secondary Education (HSC Board)</b> , <i>Krushnamurari Katakwar College of Science Arts</i>	2018
<b>Secondary Education (CBSE Board)</b> , <i>Vidya Niketan School</i>	2017

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## ACTIVITIES

Secured First Position in Game Development Hackathon conducted by IIT Madra	2022
Secured First Position in DevDays Hackathon Under GFG Track	2022