# **Nithin Rajesh**

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California State University Fullerton, Fullerton, CA

(Expected) May 2026

Bachelor of Science in Computer Science, GPA: 3.80

• Relevant Coursework: Cybersecurity Foundations & Principles, Object Oriented Programming C++, Linear Algebra, Calculus-I, Data Structures, Web Development, Game Design, Discrete Math

#### **SKILLS**

**Languages & Aptitudes:** Python, JavaScript, AWS Cloud Practitioner, AWS Security Essentials, C++, HTML, CSS, Git **Tools**: Microsoft Office (Word, PowerPoint, Excel), Google Suite (Docs, Slides, Sheets)

# **EXPERIENCE**

#### Association of Computing and Machinery CSUF, Fullerton, CA

Jan 2024 – Present

- Game Development Board Member : Collaborated on Game Design Projects & Organized Hackathon events
- Actively participated in learning and sharing about the various game design engines

# Agoura Math Circle (AMC), Vice President & Math Tutor, Agoura Hills, CA

Aug 2019 – May 2023

- Led Math instruction sessions and mentored students.
- Tutored middle school and high school students in advanced math courses.
- Mentored peers and helped prepare for the annual award event.
- Actively participated in year long activities involved with helping local community students with 1:1 tutoring

#### Children in Film, Administrative Assistance, Agoura Hills, CA

May 2022 - July 2022

- Collated and documented client data for entertainment industry clients
- Logged client invoices & financial information (Payroll, Health Insurance Invoices, Profit and Loss Statements)
- Communicated data deficiencies to the Operations team.

### Kumon Math & Reading Center, Tutor, Westlake Village, CA

Aug 2020 - Nov 2021

- Taught Math concepts to students from Kindergarten to High School Calculus.
- Assisted with corrections, grading tests, and managing classes.

#### **PROJECTS**

# **Encryption / Decryption Programs**

Aug 2022 - Jun 2023

- Implemented Encryption & Decryption algorithms including Caesar Cipher & ROT13
- Developed Hacker program to perform Brute-Force attacks, enhancing skills in string manipulation & algorithm design

#### **Data Structures Study**

Aug 2023 – Dec 2023

- Developed and Implemented various data structures including linked lists, stacks, queues, & trees
- Focused on optimizing performance & understanding their applications in solving computational problems

#### SpellThief & RoadRunner Game

Jan 2024 - May 2024

- Developed a Roguelike 2D Plat-Former game featuring procedurally generated level & perma-death mechanics focused on dynamic level design & enhancing player experience through diverse spells & abilities
- Added character movement & collision detection to create an engaging user experience

## **Web Development Projects**

Aug 2023 – Present

- Created a responsive landing page focusing on user interface & enhancing user engagement through interactivity
- Built a simple library management system enabling users to add, remove, & track books

#### PERSONAL INTERESTS

Martial Arts: Black Belt in Taekwondo

Chess: Agoura High School Chess Team Member