

Sohail Agha

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EDUCATION

Padre Conceição College of Engineering, Goa University <i>BE COMPUTER ENGINEERING WITH HONORS IN AI/ML</i>	Verna, Goa Oct. 2022 – 2026
New Middle East International School <i>HIGHER SECONDARY - 12th(80.6%)</i>	Riyadh, KSA 2022
New Middle East International School <i>SECONDARY - 10th(83.4 %)</i>	Riyadh, KSA 2020

EXPERIENCE

Artificial Intelligence Research Intern <i>National Institute of Technology</i>	July 2025 – Sept 2025 Goa
<ul style="list-style-type: none">Developed a Breast Cancer Prediction system using Machine Learning and Deep learning algorithms.Performed data preprocessing and EDA on the breast cancer dataset.Implemented models such as Logistic Regression, Random forest, SVM and ANN.Achived 98% accuracy after parameter tuning and k-fold cross validation.Created visualizations using heatmaps, confusion matrices and ROC Curves.Documented a paper with entire workflow and presented findings to supervising professor.	

PROJECTS

CheckMate: Smart Plagiarism & AI Detector <i>Python, NLP, SpaCy</i>	Oct 2025 – Present
<ul style="list-style-type: none">Building a full stack AI system to detect copied, paraphrased and AI-generated documents with high accuracy for academic integration.Implimented a multi algorithm analysis system using Cosine Similarity, SBERT, RoBERTa.Designed a weighted ensemble scoring model that computes a final originality score.Building an admin dashboard for reviewing flagged content, analytics and updating model weights.	
Notes Web App – MERN Stack <i>MongoDB, Express.js, React, Node.js</i>	Feb 2025
<ul style="list-style-type: none">Developed a full-stack application with features to create, edit, view, delete notes.Created a scalable backend using MongoDB, Express.js, Node.js with middleware and ratelimiting.Developed a modern and responsive frontend using react.js	
Ai Puzzle Game <i>Python, Pygame</i>	Sept 2024
<ul style="list-style-type: none">Developed an interactive 3x3 sliding puzzle game using python and pygame, featuring real-time player controls alongside an ai opponent.Implemented an a* search algorithm to solve the puzzle efficiently.The game tracks and compares player and ai performance (time and moves) and presents results via a popup.	

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, PHP, HTML/CSS, R
Frameworks And Libraries: React, Node.js, Express, pandas, Tensorflow, Keras, NumPy, Matplotlib
Database: MySQL, Oracle, MongoDB