

# Sohail Agha

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## EDUCATION

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

## EXPERIENCE

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

## PROJECTS

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

## 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