

SHREYAN GHOSH

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EDUCATION

INSTITUTE OF ENGINEERING AND MANAGEMENT

B.TECH IN COMPUTER SCIENCE

Kolkata, India

Jun 2023 – May 2027

CGPA: 8.09/10.00

LINKS

Blog:// dev.to/zenoguy

Github:// [Zenoguy](https://github.com/Zenoguy)

LinkedIn:// [shreyan-ghosh](https://linkedin.com/in/shreyan-ghosh)

TECH SUMMARY

- Applied backend engineering principles to build scalable, multithreaded systems using Java and TCP sockets.
- Integrated SQL-based authentication and message persistence with MySQL and JDBC.
- Leveraged TensorFlow and NLP techniques for real-world sentiment analysis on 50k+ data samples.
- Practiced secure programming: implemented encrypted message logging and session control logic.

SKILLS

PROGRAMMING LANGUAGES

Java • Python • Go

BACKEND

TCP sockets • Multithreading •

Integration of REST API • Java JDBC

DATABASES

MySQL • SQLite

LIBRARIES & FRAMEWORKS

TensorFlow • Keras • PyTorch • Pandas •

NumPy • Swing

CONCEPTS

Machine Learning • Artificial Intelligence

• NLP • Data Structures • OOP

TOOLS

Git • Maven • Encryption

EXPERIENCE

ARTIFICIAL INTELLIGENCE TRAINEE | PERSONIFWY (VIRTUAL)

Jan 2023 – Feb 2023

- Engineered a scalable backend pipeline for sentiment analysis using TensorFlow and NLP techniques; achieved 87% validation accuracy on 50,000+ IMDb reviews.
- Version-controlled development with Git; documented reproducible ML training workflows.
- Applied NLP techniques: tokenization, sequence padding, vectorization.
- Tuned hyperparameters to improve accuracy by 10% over baseline.
- Completed as part of a certified AI training program [certificate].

PROJECTS

SPACE SHOOTER GAME | PYTHON Zenoguy/Space_Shooters

Jun 2025

- Developed a 2D arcade-style shooter with wave-based enemy logic and collision detection.
- Designed modular OOP structure with classes: Player, Enemy, Laser, and Game.
- Optimized game loop for performance and memory efficiency; implemented responsive UI states and asynchronous event handling.
- Packaged and deployed the game as a standalone executable; added splash screen, enemy difficulty scaling, and game-over state logic.

JAVA CHAT APPLICATION | JAVA, SWING, MYSQL

Zenoguy/ChatApp-Java

Jun 2025

- Built a real-time multi-client chat app using TCP sockets and multithreading.
- Integrated MySQL for user authentication and persistent message storage.
- Designed a clean Swing-based GUI with custom scrollbar UI and Enter-to-send functionality.
- Implemented timestamped message logs and graceful handling of server disconnections.

CERTIFICATIONS

2025 **Information Theory**

Grade: 88%

The Chinese University of Hong Kong

Skills: Algorithms, Information Management, Digit

2025 **Advanced Security System Topics**

Grade: 88.44%

University of Colorado System

Skills: Encryption, Network Security, Data Security

POSITIONS OF RESPONSIBILITY

CO-FOUNDER, DEVGEEKS TECH COMMUNITY Jun 2025 – Present

- Founded and lead a tech community with 1,000+ active members on LinkedIn.
- Drive engagement through peer mentorship, resource sharing, and development trend posts.

TECHNICAL BLOGGER AT DEV.TO/ZENOBUY Jun 2025 – Present

- Attract over 1,000 monthly readers
- Focus on real-world clarity: code walkthroughs, concept explainers, and developer tips.