

HAYSTEN D'COSTA

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SUMMARY

Enthusiastic Computer Engineering student with a strong foundation in OOP, Web Development, and DBMS. Skilled in building responsive, user-focused applications. Proven leadership in projects and internships, with a passion for continuous learning and growth.

SKILLS & TECHNOLOGIES

- ❖ **Programming Languages:** C, C++, Java, Python
- ❖ **Web Development:** HTML5, CSS3, JavaScript (ES6+), PHP, WordPress, ReactJS, NextJS, NodeJS
- ❖ **Database:** MySQL, Oracle, MariaDB
- ❖ **Design Tools:** Figma
- ❖ **Version Control:** Git, GitHub

EDUCATION

- B.E Computer Engineering - Agnel Institute of Technology and Design, Goa, India | CGPA: 8.77** 2022-2025
- HSSC - St. Thomas Higher Secondary School, Goa | Percentage: 71.0% | Science** 2019-2021
- Performed and organized various co-curricular activities.
- SSC - St. Thomas Boys' High School, Goa | Percentage: 83.33%** 2014-2019
- Recognized as Samraat Student of the Year for excellence in academics and extracurricular activities.
 - Ranked First at St. Thomas Boys' High School in SSC Board Examination.

EXPERIENCE & POSITIONS OF RESPONSIBILITIES

- Junior Software Developer – Creative Capsule, Verna-Goa** (8 months) Oct 2025 - Current
- Developing and maintaining scalable web applications using Next.js, Node.js, React.js, and modern JavaScript technologies. Collaborating with cross-functional teams to build responsive and user-focused digital solutions.
- Trainee Engineer – Creative Capsule, Verna-Goa** (3 months) July – Sept 2025
- Gained practical experience in collaborative development environments and agile workflows.
- Project Intern - Project Management Unit (PMU-CARES), Goa** (2 months) July - Aug 2024
- Developed and enhanced the Shiksha Mitra CARES Bot for the Coding and Robotics Education in Schools (CARES) initiative.
 - Worked on coding, debugging, and AI integration using Botman, Laravel, and React.
 - Collaborated on testing, improving user experience, and documenting processes to support students and teachers.
- Project Leader** (DBMS, WebTech, OOPS Projects) (2nd & 3rd Year)
- Led multiple academic project teams during 2nd and 3rd years.
 - Coordinated project timelines, task distribution, and integrated final deliverables ahead of deadlines.

ACADEMIC PROJECTS (MAJOR)

- St Thomas Boys' High School Website** | [View live project](#) Dec 2023
- Technologies used: HTML, CSS, JavaScript, Ajax, PHP, Bootstrap (Admin-dashboard)*
- Designed and developed a dynamic and fully responsive school website featuring admin dashboard, gallery modules, and news updates.
 - Implemented AJAX-based interactive elements to optimize performance and enhance the user experience.
- Project Management Unit (PMU-Cares) Website** | [View live project](#) | [GitHub](#) July 2024
- Built a functional, mobile-responsive website for Goa's CARES initiative, emphasizing accessibility and user-centered design.
 - Integrated custom animations and JavaScript-driven effects for a seamless browsing experience.
- Ultimate Tic-Tac-Toe (Terminal Application)** | [Github](#) | [Preview](#) Apr 2023
- Technologies used: C / C++*
- Engineered a fully functional U.Tic-Tac-Toe game supporting multi-level grid management and intuitive player control
 - Implemented arrow key navigation and custom keyboard shortcuts for enhanced player experience.
- Lip Reading Recognition using AI/ML (B.E Final Year Major Project)** | [Conference Paper](#) Aug 2024
- Developing a deep learning-based Lip Reading Recognition system to enhance educational accessibility, using CNNs, LSTMs, and custom STEM datasets.

OTHER PROJECTS :

- **Shiksha-Mitra ChatBot** | Educational Chatbot for PMU Cares (Live Project) | [View live project](#)
- **MBA Admission Portal** | Project-Based Learning (PBL) Project (Team Project) | [View live preview](#)
- **College Management System** | C++ Terminal application | [GitHub](#) | [Preview](#)
- **BookStore Management System** | Web-dev college mini project | [GitHub](#)
- **NLP-Lang Translator** | Project-Based Learning (PBL) Project.