

Aadavn Nimalthas

Software Engineer

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[LinkedIn](#) | [Portfolio](#)

Computing Science student seeking opportunities to apply strong foundations in Data Structures, Algorithms, and Software Development to build efficient and reliable systems.

Projects (Viewable via Portfolio Link)

LiDAR-Based 3D Hand Reconstruction

Swift

Jan 2026 - March 2026

- Built a real-time iOS AR pipeline combining hand keypoints with ARKit depth to reconstruct a 3D hand
- Implemented accurate skeleton rendering and achieved low latency tracking on-device

Hybrid Super-Resolution with AI Priors

Python

Feb 2026 - Ongoing

- Developing a hybrid image super-resolution pipeline combining classical reconstruction with constrained AI priors to improve detail reconstruction while minimizing hallucinations in images.

Terminal Playlist Manager

C++

Sept 2025

- Built a command-line music playlist manager using custom data structures for efficient track storage and retrieval.
- Implemented sorting, editing, navigation operations.

Education

Simon Fraser University

Burnaby, British Columbia

BSc-Computing Science

Expected - 2029

- Data-Structures and Algorithms
- Object Oriented Programming
- Derivative & Integral Calculus
- Discrete Math
- Linear Algebra

Skills

Languages

C++, Python, Swift, C

Core Computing Science

Data Structures, Algorithms, Big-O, Analysis, OOP, Memory Management

Transferrable

Problem Solving, Critical Thinking, Teamwork