Aashish Subedi

📞 (337)965-3132 | ✉ asubedi1@mcneese.edu | 🔗 LinkedIn | 🔗 GitHub | 🌐 Portfolio

Education

McNeese State University	**Lake Charles, LA**
Bachelor of Science in Computer Science	*Expected Graduation: May 2026*

Relevant Coursework: Data Structure and Algorithms, Discrete Math, Software Engineering, Operating System, Artificial Intelligence, Computer Organization, Architecture, Web Programming

Experience

Paragon One Externship - Mobalytics Analytics for Competitive Gamers   **May-2024** *Data Collection and Analysis:*

- Collected and analyzed gameplay data of competitive gamers using Mobalytics tools.
- Evaluated player performance metrics including win rates, KDA (Kills, Deaths, Assists), and role effectiveness.
- Conducted comparative analysis of different player profiles to identify trends and key performance drivers.
- Developed player segmentation strategies based on in-game behavior, skill levels, and performance metrics.

Google Developer Groups, Dev fest   **Dec-2020**

- Engaged in presentations covering cutting-edge topics such as AI, Flutter, web design, and more.
- Enhanced knowledge of technological advancements and their practical applications across various fields

Volunteering at Tech Week   **Feb-2023**

- Assisted in organizing obstacles and coordinating activities during Tech Week events.
- Contributed to creating a positive and engaging environment for students to explore and learn about robotics.
- Provided guidance and support to high school students in operating robots.

Projects

Jarvis-style Personal Assistant with ChatGPT Integration   **Sep-2023**
Personal AI Development

- Designed and developed a Python-based personal assistant inspired by the Jarvis AI from Marvel's Iron Man.
- Integrated voice recognition and text-to-speech functionality for a more interactive and immersive user experience.
- Integrated the OpenAI ChatGPT API to provide AI-driven, real-time intelligent responses and enhance user interactions.

Tetris Game Development | Java   **Dec-2023**

- Developed a fully functional Tetris game using JAVA following UML guidelines.
- Implemented essential game mechanics such as block movement, rotation, and line clearing.
- Integrated smooth keyboard controls for seamless player interaction

Airline Management System | Java   **July-2023**

- Created a Java-based airline management system with a Swing UI and MySQL backend.
- Integrated features such as customer registration, booking, and automated ID generation.

Technical Skills

Languages: Java, Python, SQL (T-SQL, MySQL), HTML/CSS, JavaScript

Web and Frameworks: React.js, CSS, NumPy, Pandas

Databases and Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, MongoDB , Postman, Linux