

Aavash Gyawali

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Education

Computer Engineering 2019-2024

Advanced College of Engineering and
Management

High School(+2)

CCRC 2017-2019

Experience

1. 2-month fellowship program with
Pahadi Research. ([certificate](#))

Technical Skills

1. *Web Development: HTML, CSS and
JavaScript.*
2. *Programming and Scripting: Python, Dart,
C, C++, C#(Basic)*
3. *Databases: Microsoft SQL*
4. *System Administration: Linux*
5. *Version Control: Git*
6. *Frameworks and Libraries: React, Flutter*
7. *Backend: Node JS(Basic understanding)*

Personal Projects

1. Tomato leaf disease segmentation :

Tomato leaf disease classification as well as segmentation of a few diseases using unet as well as yolov8 as a major project for engineering.

2. Handwritten-Digit-Classification-U sing-ANN:

The project aims to build an Artificial Neural Network (ANN) for recognizing handwritten digits (0-9). Using datasets like MNIST, it involves preprocessing, training, and evaluating the model's accuracy.

3. DrumKit:

A simple web application that lets users play various drum sounds by either clicking on the drum parts displayed on the webpage or by using specific keyboard keys. The project is built using HTML, CSS, and JavaScript. ([Live Hosted](#))

4. Image-Colorization-of-flower:

The task of image colorization for flowers involves developing a model that uses machine learning or deep learning techniques to predict and add color to grayscale flower images.

5. Alien Run(Game):

A modified version of the classic Chrome dinosaur game, with a fun twist. Instead of controlling a dinosaur, you'll take control of a courageous alien on an exciting journey.

6. QR Code Generator:

A Website that takes text or URL as input and generates a QR code from that text. ([Live Hosted](#))

And other apps and projects which can all be viewed on my [GitHub page](#).