

ADARSHA RIMAL

Machine Learning Engineer

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Profile

A motivated machine learning and software engineer passionate about solving complex challenges and driving innovation in AI-driven solutions, seeking opportunities for growth in a forward-thinking company.

EDUCATION

Bachelor Of Science – Bsc.CSIT, Tribhuvan University 03/2020 – Present

+2 Science, Nepal Examination Board 05/2017 – 12/2019
3.69cgpa

TECHNICAL STACK

Data Science / Machine Learning / Deep Learning

Proficient in Python, data visualization, EDA, feature engineering, supervised and unsupervised learning algorithms, ANN, CNN, transfer learning, and feature selection/extraction.

Mathematics for ML & DL

Linear algebra, statistics, probability, and calculus.

Generative AI

LLM, Langchain, RAG, vector database

Python packages and Frameworks

NumPy, Pandas, Matplotlib, Scikit-learn, TensorFlow, PyTorch, OpenCV, and Tkinter.

Web Development

HTML, CSS, FastAPI, Flask, and Django.

Programming Languages

Python, C, C++, C#, and Java.

Databases

MySQL and PostgreSQL.

PERSONAL PROJECTS

GestureSpeak – Real Time Sign Language Detection [🔗](#)

Experimented with different algorithms and techniques like CNN, transfer learning, YOLO, etc., and finally developed a model using YOLO with a mAP@50 score of 99.5%, achieving high FPS for real-time performance on a CPU. The model was deployed using Flask and React, enabling real-time conversion of signs to speech and text.

Statistics for Machine Learning and Data Science [🔗](#)

Created "**Statistics for ML and Data Science**", a comprehensive resource that bridges academic concepts with practical applications. Designed to equip learners with essential statistical knowledge needed for real-world machine learning and data-driven projects.

LLM-chatbot-with-doc-qna

An AI-powered document chatbot built using LangChain, Gemini, and Streamlit. It allows users to upload documents and ask questions, get summaries, and even book appointments via a simple chat interface.

IPL Data Analysis

Conducted comprehensive data analysis of IPL seasons (2008-2024), uncovering key insights, trends, and performance patterns through in- depth statistical techniques and visualizations.

Python and GUI Projects

Nepal Zone Guessing Game : an interactive Python project that challenges you to identify and guess the zones of Nepal on a map built using **turtle** and **pandas**.

English-to-Nepali Flashcard Application : A Tkinter-based flashcard app using Pandas to help users learn English-to-Nepali translations through interactive word recognition.

Ceaser Cipher : Ceaser Cipher GUI using **tkinter**

Ping Pong Game : This is a simple implementation of the classic Ping Pong game using Python's **turtle** module. The game allows two players to control paddles and compete against each other in a fun and interactive way.

Snake Game : This is a simple Snake Game built using Python's **Turtle** graphics library. The game is designed to be a fun and interactive experience where the player controls a snake to eat food, grow in size, and avoid collisions.

Hangman Game : Simple Hangman game implemented in Python using the **Tkinter** library for the graphical user interface. The game selects a random word from a predefined list, and players must guess the letters of the word before they run out of lives.

Certificates

Machine Learning Specialization

DeepLearning.AI, Stanford
University

Data Analysis with Python freeCodeCamp

Accelerating Deep Learning with GPUs Cognitive Class, IBM

SOFT SKILLS

- Fast Learner
- Time Management
- Adaptability
- Problem Solving
- Communication
- Teamwork

INTERESTS

- AI/ML
- Software Engineer
- Tutor/Mentor