

# Aman Adhikari

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## EDUCATION

### COMPUTER ENGINEERING – BACHELORS OF SCIENCE | Cal Poly Pomona | Expected Graduation - 2025

- **GPA** | 3.47 / 4.00
- **Coursework** | \*\*C For Engineers\*\*, "Physics(Newtonian Mechanics, Electricity and Magnetism)", "Intro to Micro Electronics", "Object Oriented Programming",

### Computer Science and Electrical Engineering – CSEE Diploma | Don Bosco Technical Institute | May 2020

- **GPA** | 3.66 / 4.00
- Graduated with honors. Varsity Tennis Team

## EXPERIENCE

### CAL POLY POMONA | APT INVENTIONS; BattleBots | Software/Electronics Team Member | Jan 2023 - Current

- Active team member and contestant in the Live television competition "BattleBots". Bot name "DOOM".
- Familiarity with programming moving parts like motors and actuators. Simple systems controls using bluetooth.
- Use of machinery to cut and shape robot chassis and other moving parts.
- Design and implementation of carbon fiber 3D printed parts and tools.
- **Technologies: Arduino, C, Solidworks, 3D printing.**

### CAL POLY POMONA | Software Development Intern | Dec 2020 – Mar 2021

- 3 month teamwork experience with Mechanical Engineering department and team members from Cal Poly Pomona. Collectively rebuilt the open source C.A.D program FreeCAD from C++ to C#.
- Got familiar with C# and python libraries for fully functioning scripts and applications. Console logging and scripting were essential features in the port.
- Got familiar with larger sized projects using VisualStudio. Explored both front end and back end aspects of C.A.D software.
- **Technologies: C++, C#, CMake, Python, Git**

### HIMALAYAN GROUP INC. | Web Development | June 2016 – June 2021

- Assisted company with more difficult aspects of Web Design like HTML, and Server/Data management.
- Introduced MailChimp to company sales model. Over 1,000 successful campaigns designed.
- Introduced algorithms for better customer-product interaction on web items.
- **Technologies: HTML, CSS, React.js, Node.js, Excel**

### BOSCO TECH HIGH SCHOOL | Robotics Student Mentor | Aug 2018- May 2020

- FTC Robotics team member. Learned and taught programming to create robots that can solve tasks.
- Familiarity with Android SDK platform. Developed and Debugged robot communication app.
- Hands on engineering learning experience. Measured and implemented designs for chains, tracks, and claws.
- Seniors partner up with brother school and form teams to collectively put together robot that can solve specific tasks.
- **Technologies: JavaScript, Android SDK, Atom**

## PROJECTS

### 3D Engine | Python |

- A 3D graphics renderer made from scratch using PyGame and NumPy
- Capable computing multi-dimensional matrix operations like transform, scale, and rotate.
- Increased familiarity with 3D graphics and world coordinate systems

### Webgames AI | Machine Learning with Python and Javascript |

- A neural network capable of learning and playing multiple webgames.
- Webgame development and practice with machine learning concepts with ml5.js
- Increased familiarity with full stack webdevelopment.

## SKILLS

- **Programming** | Java • Python • C • C# • C++ • JavaScript
- **Practices** | Machine Learning, Web Design, Front End
- **Technologies** | TensorFlow • PyTorch • NumPy • Matplotlib • HTML • CSS • P5.JS • Node.JS •

## ACTIVITIES

- **Boy Scouts of America**
- **PasupatiNath Temple**
- Life Scout & Patrol Leader
- Event Volunteer and Food Service

