Bhabishwor Gurung

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EDUCATION

The British College, Kathmandu BSc (Hons) Computer Science

Expected Graduation June 2025

TECHNICAL SKILLS

Frameworks/Libraries: .NET, ASP.NET Core, Spring Boot, React js, Bootstrap, Tailwind, Odoo

Programming Languages: C#, Java, Python, JavaScript, C

Databases: SQLite, PostgreSQL, Oracle Apex

Version Control: Git and GitHub

Other skills: Linux, Docker, Postman, Godot, Android Studio

EXPERIENCE

Amnil Technologies Lalitpur, Nepal

Backend Intern December 2024 – March 2025

Developed a **Python**-based to-do application utilizing **PostgreSQL** and **Docker**. Built a helpdesk & workflow automation system in **Odoo** integrating helpdesk, to-do, CRM, and sales modules. Customized the UI with **Bootstrap**.

ACADEMIC PROJECTS

BOOSE Interpreter

Developed an interpreter for BOOSE, a custom programming language, in **Windows Forms .NET**, applying **OOP** principles. Used **MSTest** for unit testing and XML documentation for maintainability.

Turtle Graphics

Developed a **Java Swing** and **AWT**-based GUI application that interprets user commands to control and draw with a turtle. Used **Maven** for project management.

Cleckhuddersfax Market Hub (Group Project)

Developed the frontend of a collaborative e-commerce website using **HTML**, **CSS**, and **Bootstrap**. (Rest of the team handled backend development in PHP with Apex Oracle and incorporated some JavaScript.)

PERSONAL PROJECTS

PushPod

Developed a Git repository hosting platform with **ASP.NET MVC**, using **Entity Framework** and **SQLite** for database management. Implemented code-first migrations and leveraged dependency injection for maintainability.

Virtual Drumset

Built an interactive drumset using vanilla **HTML**, **CSS**, and **JavaScript**, integrating the Web Audio API to produce drum sounds on keypress or button clicks. Used reusable functions and preloaded sounds to minimize latency.

Springboot Auth Template

Built a **Spring Boot REST API** with **JWT** authentication and user registration using **Spring Security**. Used DTOs for clean **MVC** separation, **Gradle** for dependencies, and **PostgreSQL** as the database.

Memory Match

Developed a card-matching game using **Godot Engine** and **C#**, managing game state with a **singleton** class for centralized control. Designed dynamic card generation through randomization and hash sets.

Pattern Matcher

Developed a **C#** CLI tool in **.NET Core** for pattern searching, akin to Unix's 'grep' utility. Created a **Bash** script for execution and employed **regex** for precise pattern matching.

COURSES

Core Java Fundamental Training LABA – IT Training Center

February 2022 – March 2022

Android App Development Broadway Infosys June 2022 June 2022