**BHABISHWOR GURUNG**

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**EDUCATION**

## **The British College, Kathmandu**

BSc (Hons) Computer Science Expected Graduation June 2025

# **ACADEMIC PROJECTS**

## Project Cleckhuddersfax Market Hub

E-commerce Site (Group) March 2024 – June 2024

GitHub Link: <https://github.com/Bhabishwor/Project-Cleckhuddersfax-Market-Hub>

* Developed responsive pages using **HTML**, **CSS**, and **Bootstrap** for cohesive user interfaces.
* Created wireframes in **Figma** and configured **XAMPP** for local testing.
* Collaborated via **Git** and **GitHub** for version control and documented project requirements (MoSCoW).

## Turtle Graphics

Drawing Tool (Individual) April 2023 – May 2023

GitHub Link: <https://github.com/Bhabishworgrg/turtle-graphics>

* Developed a **Java**-based graphics application using **object-oriented principles**.
* Built a user-friendly GUI with **Java Swing** and **AWT** for canvas drawing via command processing.
* Implemented command validation, exception handling, and save/load functionality for drawings.

# **PERSONAL PROJECTS**

## Virtual Drumset

Interactive Web Application

GitHub Link: <https://github.com/Bhabishworgrg/virtual-drumset>

* Built an interactive drumset using **HTML**, **CSS**, and **JavaScript** with button and keyboard controls.
* Designed a responsive layout using **Tailwind** and styled cohesive visuals for an enhanced user experience.
* Implemented event-driven audio playback with reusable functions and preloaded sounds for minimal latency.

## Memory Match

Card Matching Game

GitHub Link: <https://github.com/Bhabishworgrg/memory-match>

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

## Pattern Matcher

.NET Application

GitHub Link: <https://github.com/Bhabishworgrg/pattern-matcher>

* Developed a **C#** console application on the **.NET** framework to filter input lines based on user-defined patterns.
* Enabled flexible data entry via piping with efficient standard input handling.
* Utilized **regex** for accurate and efficient pattern matching.

## Race for the Ace

Python Application

GitHub Link: <https://github.com/Bhabishworgrg/race-for-the-ace>

* Developed a **Python** script to simulate a shuffling and dealing of a standard 52-card deck.
* Implemented a card shuffling algorithm that utilizes randomness to achieve full deck shuffling in a maximum of 52 iterations.

# **TECHNICAL SKILLS**

* **Web Technologies:** HTML, CSS, Bootstrap, Tailwind, React js
* **Programming Languages:** JavaScript, C#, Java, Python
* **Version Control:** Git, GitHub, Bitbucket
* **OS:** Linux, Windows
* **Other Tools:** Figma, XAMPP, Godot

# **WORK EXPERIENCE**

## AI Image Annotator

Invisible Technologies (Contract) July 2024 – Present

* Annotated images for AI/ML models, ensuring accuracy and consistency.
* Collaborated with the team via Slack to provide high-quality annotations for model training.
* Maintained project accuracy and throughput requirements consistently.

## Data Annotator

CloudFactory (Contract) November 2021 – Present

* Annotated videos using platforms like Dataloop, Hasty, and client-specific tools for detailed analysis.
* Communicated with Team Captains via Zoom, Google Meet, and Slack for client updates.
* Assisted in training new employees on annotation processes, tools, and standards.
* Maintained project accuracy and throughput requirements consistently.

## Bench Sales Recruiter

Luzon Technologies (Full-time) April 2021 - November 2021

* Marketed bench consultants for Corp-To-Corp positions in the US IT industry.
* Collaborated with offshore teams via Slack and Google Meet on night shifts.
* Sourced job opportunities through portals, networking sites, and Boolean Search techniques.

# **COURSES**

## Core Java Fundamental Training

LABA – IT Training Center February 2022 – March 2022

## Android App Development

Broadway Infosys June 2022