Subedi Bibhushan

Software Engineering

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EDUCATION

Bachelor's in software engineering

University of Europe for Applied Sciences, Potsdam,Germany - **03/2023 to 02/2026**

SKILLS

- **Programming Languages:** Python, JavaScript, Java, C/C++, SQL
- **Web Development:** HTML, CSS
- **App Development:** Flutter
- **DevOps & Cloud:** DevOps, CI/CD, Cloud Computing
- **Tools & Frameworks:** Linux, Git ,Jira
- **Methodologies:** Agile , Scrum

OTHER PROJECT

- FaceEmotionRecognition(**Python**)
- FootballManagement System(**SQL**)

Certificate

Cloud Computing

DevOps

PROFILE

I am Driven software engineering student with a strong foundation in full-stack development and mobile app design. Proven ability to lead cross-platform projects, utilizing languages like Python, Java, JavaScript, and C/C++ to deliver high-quality solutions. Skilled in integrating APIs, optimizing performance with AI technologies, and building user-focused applications. Passionate about leveraging technical expertise to solve real-world problems and continuously enhance software development skills.

PROJECT

1. Weather App and Website

Led the development of a cross-platform weatherapp using Flutter, offering real-time weather updates based on user location.
Technologies: *Flutter*, *Dart*, *HTML*, *CSS*, *JavaScript*, OpenWeather API
Key Achievements:
- Integrated geolocation for precise weather data
- Implemented API for hourly forecasts
- Created intuitive UI for a seamless user experience
- Delivered real-time weather and forecast updates

2. Password Manager

Developed a secure password manager leveraging cryptography to protect user credentials.
Technologies: *Python*, *Tkinter*, *Cryptography* (*Fernet*)
Key Achievements:
- Implemented Fernet encryption to securely encrypt and decrypt passwords
- Designed a user-friendly Tkinter *GUI* for easy password management
- Built master password functionality for secure access and encryption key generation

3. Shipping Cost Calculator

Developed a Java-based application to calculate optimal shipping costs based on package details.
Technologies: *Java*, *OOP*
Key Achievements:
- Designed object-oriented logic to handle diverse shipping rates
- Integrated real-time cost estimation based on package weight, size, and distance
- Created a modular design adaptable to changing shipping rules

4. Dino AI Bot
Engineered an AI bot using Deep Neural Networks (DNN) to enhance performance in the Dino game.
Technologies: Python, TensorFlow/PyTorch
Key Achievements:
- Optimized gameplay with real-time interaction
- Achieved high scores via reinforcement learning