



Subedi Bibhushan

Software Engineering

CONTACT

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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
- Methodologies:** Agile

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