



# Bikesh Rajbhandari

Software Engineer and Developer

## Profile

Software Engineer Intern dedicated to improving skills through hands-on learning and development work. Proficient in web development environments. Adept at using Python, Django and other programming languages to produce clean code. Well-organized and collaborative team player with strong communication and analytical abilities.

## Employment History

### Software Engineer Intern at Techrida Inc., Kathmandu

Oct, 2020 - Dec, 2020

- Collaborated effectively with members of software development team and personnel in other departments.
- Prepared and submitted reports and other documentation to assist development team members.
- Prioritized assigned change requests and completed in order of priority.
- Collaborated with other developers to identify and alleviate number of bugs and errors in software, that I worked on.
- Researched and got extensive knowledge of API.

## Education

### BSc (Hons) Computer Science at Herald College, Kathmandu

Mar, 2018 - Jun, 2020

I graduated as a software engineer from Herald College with distinction and overall satisfying college records.

### +2 at Guinness International College, Kathmandu

Mar, 2014 - Apr, 2016

I passed out from this college scoring above the average.

### SLC at Charles Darwin Academy, Kathmandu

Mar, 2007 - Mar, 2014

I passed SLC with distinction from this school.

## Some of my projects

### VisitNepal

Aug, 2021 - Aug, 2021

- <https://github.com/Bikesh55/FYP.git>

This is the link to my final year project. I would like to mention that I have acquired many skills since I have completed this project.

## Interests

Coding in Python and Competitive Programming  
Critical Thinking and Problem Solving

## Details

Kathmandu, 44600

[brajbhandari45@gmail.com](mailto:brajbhandari45@gmail.com)

## Date of birth

29/06/1999

## Place of birth

Kathmandu, Nepal

## Nationality

Nepali

## Skills

Python

Django

SQL

SCRUM

JavaScript

Git

## Languages

Nepali

English

Hindi

## Hobbies

Coding

Reading Books

Competitive Programming