Bishmit Regmi
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Introduction

Dedicated and passionate **C++ Programmer** with expertise in developing high-performance algorithms, interactive simulations, and Game development. Proficient in modern C++ standards (C++11/14/17/20), physics simulations, and recreational programming. I am keen to pursue a career in software development and related technical roles.

Work Experience

Self-Initiated Projects | *2022 – Present*

- Developed **visual simulations**, including *A pathfinding** and sorting algorithms, to explore and demonstrate algorithmic efficiency.
- Built a fully interactive **graph traversal visualization** for DFS and BFS using SFML/C++.
- Designed and implemented **classical 2D games** from scratch using SFML/C++.
- Currently working on a **rigid body physics engine** to achieve realistic collision and dynamics.

Skills

- **Programming Languages:** Modern C++ (C++11/14/17/20), Python, C# (basic), HTML, CSS, JavaScript
- **Core Competencies:**
    - Data Structures and Algorithms (DSA)
    - Performance optimization and memory management in C++
    - Software architecture and design patterns
    - Game development with **SFML** and **Raylib**
    - Basic knowledge of **OpenGL** and cryptography
    - Problem-solving and analytical thinking
    - Neural networks and evolutionary algorithm fundamentals
- **Tools & Technologies:** Git, CMake, SQL

Achievements

- **First Runner-Up** in Intracollege Hackathon (2024)
- Selected and participated in **Intercollege-level Hackathon** (2023)

Education

Lumbini ICT Campus, Nawalpur **(TU)**
Bachelor of Science in Computer Science and Information Technology (CSIT) | 2022 – 2026

Gurukul College, Chitwan | *+2 Science*

Sunrise English Boarding School, Chitwan | *SEE*

Additional Skills

- Algorithm design and optimization
- Basic cryptography and OpenGL knowledge
- Strong understanding of game mechanics and physics simulations
- Familiar with web technologies: HTML, CSS, JavaScript