Dristi Gurung

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Objective:

I'm currently looking for a position for Web designer and UI/UX designer in a dynamic organization where my experience, technical skills, and leadership abilities can be effectively utilized for the growth of the organization.

SKILLS & ABILITIES

TECHNICAL SKILLS

- Web Development: HTML, CSS, JavaScript, React.js
- Database: Laravel (Basics),MySQL Server, Firebase
- · UI/UX: Figma, Illustrator
- · 3D Modelling: Blender
- · Video Editing: Adobe Premiere pro

OTHER SKILLS

- · Strong presentation and demonstrating skills.
- · Ability to lead and motivate a
- Good written and verbal communication abilities.

DEGREE

- · Course: Bachelors in Computer Science and Information Technology
- · Institution: Himalaya College of Engineering
- · Period: 2019 anticipated date of graduation December 2024

HIGHER SECONDARY EDUCATION

· Stream: Science Stream

· Institution: Uniglobe College, Kamladi

Period: 2017 – 2019CGPA: 3.15/4.0

· Board: Nepal Education Board

SECONDARY EDUCATION

· Institution: Daffodil Boarding School, Kapan

Period: 2013 - 2017CGPA: 3.15/4.0

Board: Nepal Education Board

TRAINING

REACT JS WORKSHOP

- · Duration: 1month
- · Learned declarative way of developing web application using React.
- · When & Where: 2022, Himalaya College of Engineering.
- · Projects: React Projects

LARAVEL WORKSHOP

- · Duration: 1month
- · Learned declarative way of developing web application using React.
- · When & Where: 2023, Himalaya College of Engineering.
- · Projects: Laravel Project

FOCUS SPRINT APP TIMER Website: focussprint.vercel.app	 Duration: 1 week Objective: To clone pomodoro website. Tools Used: HTML, CSS, JavaScript
HEALTH APP HEALTH CARE NEPAL Website: healthcarenepal.vercel.app	 Duration: 2 months Objective: To build a website between doctor and patient by booking an appointment online and having a live session via text. Tools Used: React.js, CSS, Figma, Illustrator, Framer Motion, Firebase, etc.
3D MODEL 3D WORKSHOP Website: 3dworkshop.vercel.app Instagram: www.instagram.com/3dwork_shop/	 Objective: To build a 3D model and animation Tools Used: Blender