

# Kishor Pokharel

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## About Me

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Experienced software developer with expertise in web development, backend services, database design.

## Education

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### Birat Multiple College (Tribhuvan University)

**Bachelor in Computer Science and IT**

*2019-2024*

- Relevant Coursework: Data Structures, Algorithms, Database Systems, Web Development

## Work Experience

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### Software Developer — Crowdinvest

*October 2023 - September 2024*

- Built a customizable static website using HubSpot modules for dynamic content configuration.
- Worked on building CrowdInvest platform using React, Nodejs, Postgres.
- Worked on CrowdInvest Mobile App using React Native.

### Backend Developer — Diliflow

*Jan 2025 - Present*

- Built a zero-cost, serverless proof of concept of the Diliflow platform using Cloudflare Workers.
- Built workflow automation APIs for dynamic, configurable due-diligence processes on the platform.
- Implemented a Retrieval-Augmented Generation (RAG) system to extract and analyze documents.

## Skillset

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- **Programming Languages:** Golang, Typescript, JavaScript
- **Technologies:** SQL, Node.js, HTML/CSS, React, React Native
- **Databases:** PostgreSQL, SQLite, Mysql
- **Tools:** Linux, Git, Cloudflare Workers, Docker

## Personal Projects

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### Chat App

- A concurrent real-time chat application with user authentication and global chat room.
- Technology used: Golang, Websockets, Postgresql, Javascript, Html, Css
- <https://github.com/KishorPokharel/go-chatapp>

### Kanban Board Api

- A backend for Kanban board application allowing users to add tasks, update task stages, and reorder tasks based on priority within each stage.
- Technology used: Golang, Postgresql
- <https://github.com/KishorPokharel/kanban>

### 2D Snake Game

- The classic snake game with go and sdl2.
- Technology used: Golang, SDL2
- <https://github.com/KishorPokharel/snek>

## Gamehub

- A website to discover games using rawg api.
- Technology used: React, Typescript, Chakra UI
- <https://gamehub-nine.vercel.app>