

Kishor Pokharel

kishorpokharel7@gmail.com

LinkedIn | Github

Biratnagar, Nepal

About Me

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

Education

Bachelor in Computer Science and IT (Tribhuvan University)

2019 - 2024

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

Work Experience

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.

Software Developer — Diliflow

January 2024 - December 2025

- 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

- 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

Kanban Board Web App

- A task board web app that allows to add tasks, update task stages, and reorder tasks within each stage.
- Technology used: React, Hono, Cloudflare Worker
- <https://kanban-app-sepia-gamma.vercel.app/>

Math Interpreter

- A math interpreter using recursive descent parser technique with support for variables.
- Technology used: Golang
- <https://github.com/KishorPokharel/calculator>

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>

Gamehub

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

2D Snake Game

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