

Laxman Bashyal

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github.com/laxCU

education

Bachelor of Computer Science - Carleton University

Concentration in **Game Development**. CGPA **12/12.0** (A+).

09/2020 - 05/2025

Ottawa, ON.

work

Developer - Hippos Software Inc.

07/2019 - 08/2019

Brampton, ON.

- * Developed a responsive kiosk using **React Native** framework which allowed for data to be cleanly rendered to clients
- * Successfully integrated the **Hippos API** into the React Native frontend in order to communicate data between the client and the server
- * Validated React functionality with regular unit testing, ensuring all the frontend components and functionality work as desired
- * Researched and implemented data structures, improving the run time and space-time complexity of the application's functionality

Software Engineer (Co-op) - Hippos Software Inc.

02/2019 - 06/2019

Brampton, ON.

- * Identified, documented, and reported bugs through regression testing to improve the software quality
- * Reviewed configuration files and logs to identify the root causes of problems in order to coordinate with development team for bug fixing
- * Developed bug fixes with **C#** and **.NET Framework** to enhance the client experience

projects

Web Scraping (02/2021)

- * Created a web scraper using **Python** & **Beautiful Soup** library to retrieve data from the python documentation website
- * Formatted the data using string mutation to create a user friendly output with all the necessary information

Maze Path Finder (12/2020)

- * Implemented **Depth-First Search (DFS)** algorithm using **Python** to create a path finder for mazes
- * Utilized the DFS graph drawing to implement backtracking, ensuring the desired path is valid
- * Used control structures to ensure that **DFS** does not enter undesired infinite loops

Numerical Tic-Tac-Toe (04/2019)

- * Developed a Mario-themed numerical tic-tac-toe app on native android using **XML** and **Java** to provide good user experience
- * Utilized **data structures** to improve the run time of the application
- * Implemented player mechanics with scores, reset, and play again functionality to improve the user satisfaction

languages

python

C#

java

javascript

react native

react

CSS

javascript

HTML

JSX

XML

skills

data structures

object-oriented software design

android SDK

databases

web development

.NET Framework

game development

APIs

control structures

mobile development

version control

interests

artificial intelligence

APIs

algorithms

backend

game development