

Suzeet Twanabasu

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PROFILE

I am Suzeet Twanabasu from Bhaktapur, Nepal. I see myself as a enthusiast learner, developer and designer.

EDUCATION

Kantipur Engineering College, Dhapakhel — Bachelor in Computer Engineering(current)

2014 - 2018

Kanjirowa National H.S.S, Koteswor — HSEB(Science)

2012-2014

Himalayan English S.S, Bhaktapur — SLC

2012

TRAINING

Web Designing, Krustile Education and Technical Institute.

2012

Android Application Development, Kantipur Engineering College.

2016

Advance Java, Broadway Infosys.

2017

Apart From that I taught myself various other skill sets like learning Javascript,Python basics, PHP basics and I'm technically inclined learning new things..

TECHNICAL SKILL

Web Development using Java Spring Framework.

Android Development.

Game Development using Unity Engine.

Language

JAVA	JAVASCRIPT
HTML	CSS
C	C++
PYTHON	

Framework/Libraries

Spring MVC Web
Bootstrap
Wordpress
Jekyll(static web)
ReactJs(Basic)

Databases

MySQL, SQLite, Oracle(Beginner),
Mongo DB

IDE/Tools

Android Studio for Android
Anaconda Toolkit for Python
Unity Engine
Eclipse, Spring Tool Suite for Java

PERSONAL SKILLS

Creative and ability to learn quickly.

Hardworking.

Ability to work effectively in a team as well as individually.

Good oral, written and communication skills in English, Nepali and Japanese(N5).

PROJECTS

Gesture Based Cursor Control — 2018 using Anaconda

A python based application which uses web camera to capture image of hand and control the mouse events such as click, scroll, based on the gestures performed using the hand.

◦ Languages and Library used: Python, Numpy, pyautogui, OpenCV

Virtual KEC — 2017 using Unity

A 3D model-based application to provide user an experience of viewing academic buildings, laboratory buildings of KEC College in virtually designed 3D space with the aim of familiarizing the college compound to new prospects.

◦ Languages used: C#, JavaScript

◦ Tools Used: Autodesk 3DS Max, Blender, Unity, Adobe Photoshop

Runner Runner — 2016 using CodeBlocks

A simple graphics-based gaming application with 2D drawings, art and animations implementing a continuous loop of animation, plot positions-based collider functions, score points based on duration of survival and double buffering for smooth operation.

◦ Languages and Library used: C++, graphics.h

Company Database — 2015 using Dev C++

Employee Management System project built to manage employee details and records of an organization or company. It uses CRUD operations with authentication and authorization.

◦ Languages used: C++

Plustwonotes.com — 2013

Plustwonotes is an educational website to share and post educational material of grade 11 and 12. I worked as a designer, Content Creator and manager. The site hosted for 3 years.

EXPERIENCE

I have experience working with my own little pet projects so as to learn them and building website using Wordpress, Blogging, etc as well as College Projects.

I am experienced as a front end developer with expertise on HTML5, CSS3, JS, Adobe Photoshop, Illustrator.

PARTICIPATIONS

“Big Data, BECon 2k18-19” — 2 days workshop at Pulchowk Campus, 2018 - Practical insights on Hadoop, HDFS, Flume, Pig.

Student ICT Conference 2018 — organized by IT-S, Nepal, at NCIT, 2018 - Talk event regarding the digitization of Nepal.

KEC LITE 2018 — organized by KEC, Dhapakhel - Volunteered and participated with Virtual KEC project.

Yomari Code Camp — at IT Meet, KU, January 2017 - Built a unity project regarding earthquake emergency virtual practice.

Web Development Camp — at MIC Nepal, December 14, 2014.

AWARDS

‘Best Idea’ category Award for virtual practice to cope natural disaster with safety measures at **‘Yomari Code Camp, KU IT Meet 2017’**

‘Digital Ad Winner’ Award for creating a 100 seconds length video depicting an ad for an educational website at **‘Digital Ad Competition, Ace Kaleidoscope’**

AREAS OF INTEREST

Big Data Technologies

AI and Machine Learning

Ethical Hacking

Cyber Security

