**AMAN KARN**

DATE OF BIRTH: 11TH Nov, 1995

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|---|---|---|
| **Address** | : | Permanent: Malangwa – 9, Sarlahi, Nepal |
| | : | Temporary: Shantinagar, Kathmandu – 31, Nepal |
| **Mobile:** | : | (+977) 9840098392 |
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## OBJECTIVE

Seeking assignments and challenges in **Data Mining, Data Cleaning, Data Preprocessing, Data Visualization and Statistical Analysis with an Organization of repute**.

## EDUCATION

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|---|---|---|---|
| 2014 – Present (8th semester) (till 2018) | Bachelor in Computer Engineering | Advanced College of Engineering and Management, Kupondole, Lalitpur, Nepal Affiliated to Institute Of Engineering (IOE), Tribhuvan University, Pulchowk, Lalitpur, Nepal | |
| 2011 - 2013 | 10+2 (Intermediate in Science) | Pentagon International College Higher Secondary School, Tinkune, Kathmandu, Nepal Affiliated to Higher Secondary Examination Board (HSEB), Sanothimi, Bhaktapur, Nepal | 1st Division |
| 2011 | High School, School Leaving Certificate (SLC) | English Preparatory School (EPS), Minbhawan, Kathmandu | 1st Division with Distinction |

## KNOWLEDGE AND SKILLS

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| Programming Language: Python, C, C++, R, JAVA (Basic), MatLab | Advanced Numerical Computation and Data Visualization using Excel and Python |
| Database designing with knowledge of SQL (MySQL, MS SQL), Relational Algebra and Entity-Relationship (E-R) diagram | Data Mining Concept: Cleaning, Preprocessing, Classifying, Model building, model validating, Association Mining, Web Mining |
| Big Data Concept: GFS, Map Reduce, Hadoop and NoSQL | Project Management and its sub management knowledge areas |
| Unified Modeling Language (UML) | 3D Designing Tool: AutoCAD, Sketchup |
| HTML5, CSS3, Php, Javascript (Basic) | Graphical Designing Tool: Adobe Photoshop, Adobe Illustrator |
| Well versed in Software Development Lifecycle (SDLC) | Unity3D Game Engine |
| Operational Knowledge in Windows, Linux (Ubuntu) Operating System | MS Office: Word, Excel, PowerPoint, Access |

## PROJECTS AND ACHIEVEMENTS

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|---|---|
| Product Success Analysis using Sentiment (Analytic Tool) (Major Project) (2018) | Role: Team Member<br>Features: Able to fetch people's opinion (tweets) to devise statistical result to evaluate product success. |
| Space Adventure (Game) (Minor Project) (2017) | Role: Team Member<br>Feature: Unity3D based game which can run both on PC and Android simulating space warfare. With C# as scripting tool |
| Converter (Nepalese Unit conversion tool) (OOP Project) (2015) | Role: Team Member<br>Feature: Nepali Units (Maana/pathi, kattha, etc.) implement purely in OOP concept, in C++ in QT Creator (GUI app development) |
| Class Management System (with securing 1$^{st}$ position in Skill Boost-Up Intra-College Software Competition) (2014) | Role: Team Member<br>Feature: A purely console based management written in C for class management with feature like data-file encryption, email and chat-room. |

## INTERESTS AND HOBBIES

- Business Intelligence
- Artificial Intelligence
- Data Science
- Talking to people about different things
- Watching documentaries about Science, History, Environment, etc.

- Listening to music
- Drawing
- Programming
- Video Gaming
- Travelling different places
- Games: Football, Cricket

## PERSONAL DETAILS

Father's name:        Amarendra Kumar Karn
Mother's name:        Punam Karn
Date of Birth (B. S.):   1$^{st}$ Mangshir, 2052
Gender:              Male
Nationality:          Nepalese

## LANGUAGE

- Fluency in spoken and written English.
- Fluency in spoken and written Nepalese.

- Fluency in spoken Maithili.
- Average in Hindi

## DECLARATION

I do hereby declare that all the information given above is true to best of my knowledge and belief.

Date: 2018/08/02

Signature:

AMAN KARN