



MILAN RAUT

IT Graduate



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Location
Balkumari , Lalitpur

+ SUMMARY

A motivated and detail-oriented Information Technology graduate with a Bachelor of Engineering in Information Technology (BEIT) from Nepal College of Information Technology (NCIT). Skilled in full-stack development, game design, and mobile application development with hands-on experience in academic projects. Adept at problem-solving, teamwork, and learning new technologies, seeking to contribute technical expertise and innovative thinking to a dynamic organization.

+ EDUCATION

Bachelor of Engineering in Information Technology (BEIT)

Nepal College of Information Technology (NCIT), Affiliated with Pokhara University / Balkumari, Lalitpur / February, 2020 - September, 2025

+ PORTFOLIO

E-Learning Management System (ELMS) for College

- Technologies: Django (Backend), Next.js & React.js (Frontend), PostgreSQL (Database)
- Developed a full-featured LMS with modules for student registration, course management, attendance tracking, voting, notices, and lost-and-found system.
- Designed a responsive front-end using Next.js and Tailwind CSS.
- Built secure REST APIs in Django integrated with PostgreSQL.
- Implemented role-based access for students, teachers, and administrators.

<https://github.com/MeeLn/Project-LMS>

+ LANGUAGE

- ◆ Nepali ● ● ● ● ●
- ◆ English ● ● ● ● ●

+ SKILLS

- Programming Languages: C, C++, Java, Python, PHP ● ● ● ● ●
- Web Development: HTML, CSS, Tailwind CSS, React.js, Next.js, Django ● ● ● ● ●
- Database Management: MySQL, PostgreSQL, SQLite ● ● ● ● ●
- Mobile Development: Android Studio (Java) ● ● ● ● ●
- Tools and IDE: Android Studio, Visual Studio, VS Code, IntelliJ IDEA, Jupyter Notebook, C++ Builder ● ● ● ● ●
- Other Skills: XML, REST API development, Git/GitHub ● ● ● ● ●

DashLeapster – 2D Mini Game

- Technologies: C++, SDL2 Library
- Designed and developed a 2D interactive game using C++ and SDL2.
- Implemented player movement, collision detection, and score tracking.
- Enhanced problem-solving and debugging skills through real-time rendering and optimization.

<https://github.com/MeeLn/Mini-Game-using-C-plus-plus-and-it-s-libraries>

Mobile Attendance Tracking Application

- Technologies: Android Studio, Java
- Built a mobile app to automate student attendance using face recognition.
- Integrated CameraX and ML Kit for real-time face detection.
- Developed secure authentication and attendance storage system.

<https://github.com/MeeLn/Face-recognition-integrated-attendance-system-for-student-mobile-app-using-android-studio-JAVA>