

# Sunil Jamkatel

<http://www.suniljamkatel.com>

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Education	<b>University:</b> University of Louisiana at Monroe <b>Degree:</b> Undergraduate in Computer Science <b>Expected Date of Graduation:</b> May 2019 <b>Classification:</b> Sophomore <b>CURRENT GPA:</b> 4.00/4.00	
Awards and Honors	<b>Freshman Year- President's List, University of Louisiana at Monroe</b> <b>Academic Scholarship:</b> A competitive scholarship of \$16,000 which covers my tuition fees and is renewed per year. <b>Merit Based Award:</b> A highly selective scholarship program which covered 50% of my total expenses in high school.	
Programming Languages	Java (two semesters), Python (one semester), HTML5 CSS3 Bootstrap (self-taught), JavaScript (self-taught) <b>Preferred Language for interview:</b> Java	
Experience	<b>Student Worker: ULM Computing Center Helpdesk (April 2016 - present)</b> <ul style="list-style-type: none"><li>Working with students and faculties to help them troubleshoot various IT/Computer related issues such as imaging and setting up their computers, networking issues, and other software and hardware-related problems.</li></ul> <b>Hack@Brown (Feb 2016)</b> <ul style="list-style-type: none"><li>Participated in a 24 hours' hackathon at <b>Brown University</b>.</li><li>Built a web app using CSS, Bootstrap as UI, JavaScript, and HTML5.</li><li>Used <b>Git</b> as version control system.</li><li>Devpost link: <a href="http://devpost.com/software/designeur">http://devpost.com/software/designeur</a></li></ul> <b>Math tutor: Athletics Department of ULM Student Success Center (Dec 2015 – Jan 2016)</b> <ul style="list-style-type: none"><li><b>Tutor</b> on courses <b>Calculus 1</b>, Pre-Calculus and <b>Trigonometry</b>.</li></ul> <b>Game Development (Nov 2015)</b> <ul style="list-style-type: none"><li>Made a game using <b>Turtle Library</b> in Python.</li><li>Implemented <b>collision detection</b> using distance between objects.</li><li>Updates scoreboard and game difficulty increases in terms of speed as game progresses.</li><li>Github Link: <a href="https://github.com/SunilJamkatel/TurtleGame">https://github.com/SunilJamkatel/TurtleGame</a></li></ul> <b>Computer Teacher (Jan 2014 - Jun 2014)</b> <ul style="list-style-type: none"><li>Taught HTML, CSS at Progress Education Academy to underprivileged children.</li><li>School Facebook Link: <a href="https://www.facebook.com/peadmrw/">https://www.facebook.com/peadmrw/</a></li></ul>	
Online Courses	<ul style="list-style-type: none"><li>Codecademy: Python (Completed)</li><li>Udemy: The web developer bootcamp (In Progress)</li><li>Edx: HarvardX's CS50x (In Progress)</li></ul>	<ul style="list-style-type: none"><li>Codecademy: Java (Completed)</li><li>Codecademy: Git (Learning)</li></ul>
College Courses	<ul style="list-style-type: none"><li>Introduction to Computer Programming (Fall 2015)</li><li>Calculus-1 (Fall 2015)</li><li>Intermediate Programming (Spring 2015)</li><li>Introduction to Discrete Structures (Spring 2015)</li><li>Mathematical Statistics (Spring 2015)</li></ul>	<ul style="list-style-type: none"><li>Comp Org &amp; Assembly Language Programming (Fall 2016)</li><li>Data Structures (Fall 2016)</li><li>Adv Discrete Structures (Fall 2016)</li></ul>
Clubs	Webmaster of <b>Nepalese Student Association</b> at ULM. Member of <b>Association for Computing Machinery</b> at ULM.	