# Suzal Regmi

470-265-8523 | suzalregmii@gmail.com | linkedin.com/in/sreg | github.com/Motaphe

Working towards getting out of my comfort zone and developing as a person as well as a technology enthusiast!

#### EDUCATION

## Georgia State University | Atlanta, GA

Aug. 2022 – May 2025

Bachelor of Science in Computer Science

GPA: 4.0

## EXPERIENCE

# Department Technology Assistant

Sep. 2022 – Present

Georgia State University

Atlanta, GA

- Supporting 3 computer labs; setting up and imaging systems to support 50+ graduate students and 20 faculty and staff
- Developed a Python tool that reads and stores serial numbers and information of hard drives ready to be surplused resulting in about 300% increase in time efficiency compared to the manual approach
- Working with storage technologies including RAID, SAN, and NAS and network technologies such as TCP/IP, DNS, DHCP, and VLANs
- Managing virtualized environments, including Linux and VMware, and Microsoft Windows Server in university machines

#### Projects

dotFiles | Bash, Lua

Jan. 2023

- Writing, editing, and configuring Linux dot files, including proficiency in Bash for increased productivity and Lua for customizing the Awesome Window Manager
- Demonstrated ability to improve system efficiency and personalize user interface through the use of dotfile configuration in a Linux environment

# ePortfolio | HTML, CSS, JavaScript

Nov. 2022

- Constructed an ePortfolio website featuring personal projects and growth
- Implemented a terminal where visitors can use custom commands to view information about me and my projects

# HackATL | HTML, CSS, PHP, MySQL

Nov. 2022

- Assembled a business prototype around student apartment subleasing in 48 hours and pitched it to judges, angel investors, and venture capitalists as a part of the HackATL Hackathon
- Executed the <u>UI/UX design</u> using Figma, the <u>Frontend</u> using HTML/CSS, and the <u>Backend</u> using PHP and MySQL which also implemented the k-Nearest Neighbors Algorithm for roommate matching

# GameHub | Python, Bash

Oct. 2022

- Recreated the world's first ever video game, 'Pong', and implemented a function where users can save their local high score on their machines
- Replicated Google's version of TicTacToe and built a game-hub featuring both the games

# Twitter Bot | Python, APIs, JSON, Linux

Sep. 2022

- The final project for Harvard's Introduction to Programming with Python
- Created a Python bot that scrapes the Astronomy Picture of the Day using NASA's APOD API and posts them to Twitter using the requests library
- Got together a Linux server and automated the program to run once every day.

# Graphic Design | Adobe Photoshop |

May 2020 - Nov. 2021

- Learned the fundamentals of Photoshop by watching YouTube tutorials
- Tailored edits of K-pop celebrities and posted them to Instagram, motivating 3 others to do the same

#### SKILLS

Programming Languages: Python, Bash, HTML, CSS, JavaScript, Lua

Developer Tools: Git, VirtualBox, Vim, Alacritty, Anaconda