

Suzal Regmi

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EDUCATION

Georgia State University | Atlanta, GA

Bachelor of Science in Computer Science

Aug. 2022 – May 2025

GPA: 4.0

EXPERIENCE

Department Technology Assistant

Georgia State University

Sep. 2022 – Present

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 surplus 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

Transitify | *Flutter, Dart, Android Studio, REST APIs*

Feb. 2023

- Created an Android app that helps users find faster and more convenient ways of getting around while promoting green energy as a part of the UGAHack Hackathon
- Implemented features such as route planning, real-time tracking, and integration with public transportation schedules using APIs from Google Maps and MARTA
- Optimized the app for low-latency and high-availability, ensuring a smooth experience for users

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

UniHome | *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 UI/UX design using Figma, the Frontend using HTML/CSS, and the Backend 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.

SKILLS

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

Developer Tools: Flutter, REST APIs, JSON, VirtualBox, Android Studio, Git, Vim, Alacritty, Anaconda