Pradeep Bhatta

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○ Github 🔗 Website

Profile

Aspiring computer vision scientist with a passion for coding, a strong analytical mindset, and entrepreneurial drive. Experienced in software development, machine learning, and leadership roles, aiming to create innovative tech solutions that address real-world challenges.

Education

A-Level, *Budhanilkantha School*

2022 – 2024
Studied Physics, Chemistry, Mathematics, Computer Science and English Language
- Executive Member of Scout Club
- Editor and Content Manager of School Magazine

Professional Experience

Research Intern, *Kathmandu Institute of Applie Science*

09/2024 – present
Developing machine learning models for drug quality prediction using Raman spectroscopy under Professor's guidance.

Software Development Intern, *Yarsa Tech*

07/2024 – 09/2024
Contributed to software testing, debugging, and project management, improving system efficiency and reliability.

SEO and Social Media Manager, *Mushoor*

07/2021 – 10/2021
Managed website and social media content, increasing web traffic by 50% and doubling engagement.

Leadership and Organizations

Scout Club
- Organized scout activities, orientations, and games for 300+ students.
- Managed Club's finance and brought sponsorhips.

Maths and Science Technology Club
- Conducted a national math league, chess competitions, quizzes, cross-country math relays, and organized VR and planetarium sessions showcasing the universe for 1,200+ participants.

Others
- Led a sustainability initiative, reducing food waste by 3 tons/year and planting 350+ trees, positively impacting 1,500+ individuals.
- Organized cultural events such as the Annual Dance Competition and GauriShow.

Projects

Nepali Character Classification Model
Achieved 98.7% accuracy in classifying 46 Nepali characters using CNN trained on 92,000 images.

Document Scanner
Developed a computer vision project to scan and extract documents by removing the background.

Tic Tac Toe Game
Created multiplayer and AI versions using the Minimax algorithm and Pygame.

Space Shooter game
Built an endless space shooter game using Pygame.

Pong Game
Created an AI-powered single-player Pong game.

Snake Game
Developed the classic Snake game.

Skills

Programming: Python, C, C++, Arduino, SQL, Git, Docker, Assembly Code.

Libraries: Pygame, NumPy, Pandas, Matplotlib, OpenCV, Torch etc

Web Development: HTML, CSS, JS.

Linux: OS, Shell scripting (Bash), ETL processes.

Cybersecurity: NIST frameworks, TCP/IP, Encryption and Risk management.

Courses And Certifications

Python For Everybody(I / II),
University of Michigan - Coursersa
Mastered Python: syntax, control flow, data structures, OOP, regex, advanced algorithms.

Google Cyber Security Professional Certificate(I / II), *Google - Coursera*
Learned cybersecurity tools, SQl, cyberattacks, ethics, Managing Risk and vulnerabilities, CISSP security domains, NIST Framework, SIEM and SOAR Tools.

Hands on Introduction to Linux Command and Shell Scripting, *IBM - Coursera*
Built an automated system for encrypted password backup, reducing human error and improving security, and learning Bash scripting and Linux OS.

AI Bootcamp - Learning Journey,
Kings College & Hackademia - Online
Covered Python, Git/GitHub, Docker, machine learning, data analysis, NLP, computer vision, recommendation systems, and AI engineering.