

# PRAJU KHANAL

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## SUMMARY

Computer Engineering student with a passion for developing web applications, solving problems, and contributing to meaningful projects. Skilled in the MERN stack and creating practical, user-focused solutions.

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## EXPERIENCE

**Fellow | Women Leaders in Technology (WLIT)** **Oct 2024-March 2025**

- Gained hands-on experience with JavaScript, Node.js, Express, MongoDB, Git, and EJS.
- Developed SootheSphere, a sound therapy app with personalized soundscapes based on user mood and dynamic interfaces for mood tracking and journaling.
- Attended leadership sessions on goal setting, values, empathy, and time management.

**Contributor | GirlScript Summer of Code** **Oct – Nov 2024**

- Identified and raised key issues in open-source projects, improving UI, search functionality, and message management.
  - Proposed and documented feature enhancements such as disappearing messages, search filters, and resource categorization.
  - Collaborated with international teams to refine projects through issue tracking and discussions.
  - Actively contributed to GSSoC and Hacktoberfest, gaining experience in open-source workflows, Git, and version control.
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## EDUCATION

**Everest Engineering College, Pokhara University** **2021-2025**  
Bachelor's in Computer Engineering

**St. Mary's Higher Secondary School, National Examination Board (NEB)** **2017-2019**  
High School Diploma (Science) | 2017-2019

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## TECHNICAL SKILLS

- **Programming:** JavaScript, C, C++
- **Web Development:** MERN Stack (MongoDB, Express, React, Node.js)
- **Databases:** MongoDB, MySQL, PostgreSQL
- **Tools & Platforms:** Git, D3.js, OpenStreetMap, Socket.io, Docker
- **Concepts:** API development, cloud deployment

## PROJECTS

### Maze Generator (MERN Stack, D3.js)

- Developed an interactive maze generator using MongoDB, Express, React, and Node.js.
- Implemented maze generation with Kruskal's and Prim's algorithms.
- Visualized maze creation and performance metrics using D3.js.
- Implemented heuristic-based Depth First Search (HDFS) for maze solving.

### Text Compressor Using Huffman Encoding (C++)

- Developed a C++ tool for text compression and decompression using Huffman coding.
- Built a frequency table and Huffman tree to generate prefix-free codes.
- Managed file I/O operations to read input text and write compressed/decompressed files.

### Gantabya – KU Hackathon Project (OpenStreetMap, Socket.io)

- Developed a hyper-localized travel app for Nepali travelers.
- Integrated OpenStreetMap (OSM) for interactive trail mapping.
- Enabled users to add and share trails and checkpoints.
- Implemented real-time weather updates using third-party APIs (e.g., OpenWeatherMap).
- Contributed to backend API development, real-time messaging with Socket.io, and UI design enhancements.

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## CERTIFICATIONS & ACHIEVEMENTS

JavaScript Certification – Simplilearn

React Workshop (Locus: Girls to Code) – 3 Days

1st Place – Intra-College Coding Competition

Selected for the WLiT Fellowship 2024/25 (Among 15 selected fellows)

Contributor to GirlScript Summer of Code (GSSoC) – Enhanced frontend features for open-source projects

Participant – KU Hackathon (Developed travel app with OpenStreetMap integration)

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## REFERENCES

to be added