Prince Poudel

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EXPERIENCE

KtmBees   *UN Park Lane, Lalitpur*
                                                                        2024 - 2025

Backend Java Developer

- Developed a Property Management System using Java and SpringBoot.
- Implemented authentication and authorization using JWT tokens and Spring Security.
- Built a RESTful API that serves JSON data to the frontend.
- Created Tenant module to manage tenant Data.
- Stored tenant details, lease agreements, tenant documents in PostgreSQL using Hibernate ORM.
- Integrated Tenant module with other components such as Property, Unit, PropertyOwner.
- Implemented Liquibase for database schema creation and version control.
- Integrated Swagger UI to create comprehensive REST API documentation.
- Applied the Facade pattern during development.
- Followed SOLID principles to ensure maintainable and scalable code.
- Applied MVC architecture for backend design.

PROJECTS

Property Management System
Java, SpringBoot, Hibernate, Liquibase
- Developed a backend system to manage tenants, properties, owners with RESTful APIs and PostgreSQL.

Job Search App (Mobile)
React Native, Expo
- Built a mobile app to browse job listings, filter by role/type, and a clean UI built with Expo.
- Integration of API for data.

Chess Game (Desktop)
C++, SDL (Simple DirectMedia Layer)
- Developed a chess game with UI using C++ and SDL for graphics and input handling.
- Added puzzle-solving mode where users solve pre-set chess scenarios.
- Piece movement, game rules and UI rendering done from scratch.

Writer Prediction based on Handwriting (AI/ML)
Python, Transformer Architecture, OpenCv, TensorFlow, Numpy, Google Colab
- Used image processing and machine learning to identify writers based on handwriting.
- Used Compact Convolution Transformer architecture which is optimized for limited data.
- Implemented a custom Transformer model from scratch to understand attention mechanism.
- Got Accuracy of 80%.

Sketch-to-code
Python, Keras, TensorFlow, Transformer Architecture
- Built a model to convert hand-drawn web layouts into HTML/CSS using deep learning.
- Used 36 tokens to describe the structure of the web layout.
- Developed Dataset generator to generate required data for the transformer as it requires large amount of data.

- Got ROUGE score of 0.92 for best scenario and ROUGE score of 0.36 for worst scenario.

EDUCATION

IOE, Thapathali Campus   *Thapathali, Nepal*
                                                                                      April, 2021 - March, 2025

Bachelor of Computer Engineering

SKILLS & INTERESTS

- **Skills:** Java; Spring; SpringBoot; Spring Security; Hibernate; Liquibase; C++; Python; C; SQL; Javascript; React; React Native; RESTful APIs; Machine learning; Data Mining; Node.js; Git; Github
- **Interests**: Football (Premier league); Movies and Series; Travelling; Reddit