Parakram Basnet

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EDUCATION

CUNY Hunter College *Special Honors Program - BA Computer Science* | GPA: 3.98   New York, NY
Relevant Coursework: *Expected: May 2020*
Software Analysis and Design, Artificial Intelligence, Computer Architecture, Calculus, Applied Statistics
Honors: Dean's List - Fall 2017, Spring and Fall 2018, Spring 2019

University of Louisiana at Monroe *BS Computer Science* | GPA: 4.0   Monroe, LA
Relevant Coursework: Fundamentals of Programming – Python and Java**,** Discrete Mathematics   *August 2016 – May 2017*
Honors: President's List – Fall 2016, Spring 2017

TECHNICAL SKILLS

Programming: C++, Python, JavaScript, Java, Lisp, HTML, CSS
Technologies: Git/GitHub**,** Node.js, React.js, Express.js, MongoDB, Mongoose, Pandas, Folium, PostgreSQL
Operating Systems: Windows, Linux, Android

PROJECTS

Team.me   January 2019 - Present
- Working with a team to build a web platform and an app that helps people organize events, meetups and gatherings by providing them a detailed schedule of an event, floor planning and other features.
- Worked with React.js to build the interface of the main website, express.js and node.js to power the backend and PostgreSQL as our database with sequelize.js

Mastermind Player   March 2019 – May 2019
- A group project for the AI class at Hunter College. Worked with a team of 3 students to build a player that competes against code generators to play the popular board game – Mastermind.
- Used genetic algorithm, knowledge bases and local search strategies coded in Lisp to implement a player that could play up to a board size of 50 whereas the general board size is 4.

EXPERIENCE

Digital Strategy Intern at McCann Worldgroup   June 2019 - Present
- Worked with the Innovation team at McCann Worldgroup to build a chrome extension prototype that will function as a dashboard home screen for thousands of employees throughout the company.
- Used the MERN stack, Chrome API and Facebook's fasttext for text classification. Experienced the world of advertising and gained exposure to many people with different skill sets.

Research Student - Artificial Intelligence   January 2019 - Present
- Part of a research group of selected undergraduate and graduate students led by Susan L. Epstein, professor of AI and ML at Hunter College. We present and read different research papers presented in AI, cognitive science and other conferences.

Undergraduate Teaching Assistant at the Department of Computer Science, Hunter College   August 2018 - Present
- Working as a part time teaching assistant for beginner and intermediate programming classes offered at Hunter. Help students in their projects and help beginners understand the basics and try to inspire them to pursue computer science.
- Teaching requires a good understanding of C++ and Python with packages like Pandas and Folium.

Software Developer Intern at Electronic Gaming Federation   January 2019 – May 2019
- Part of a team of 3 interns and one supervisor who were responsible for building the EGF website that allowed their clients to sign up, manage players, create teams and join various esports tournaments organized by EGF.
- Used the MERN stack (MongoDB, Express.js, React.js and Node.js) to build the website, implemented team creation, tournament registration, a notification system and a hierarchical system of Admins, Managers and Players to smooth out the competition experience for everyone.