



Rajdeep Bastakoti

Software Developer | Computer Science Graduate | Tech Enthusiast



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github.com/rbcodewalker

SKILLS

HTML5

CSS3

JavaScript/TypeScript

React

Redux

Angular

Bootstrap

Tailwind

Flask

Node.js

MySQL

PostgreSQL

VCS(Git)

UI/UX(Figma, AdobeXD)

LANGUAGES

Deutsch (B2.1)

Professional Working Proficiency

English (C2)

Native or Bilingual Proficiency

Nepali (Native)

Native or Bilingual Proficiency

French (Basic)

Elementary Proficiency

SOFT SKILLS

Leadership

Fast Learner

Critical Thinking

EDUCATION

BSc. Computer Science | Minor in Robotics and Intelligent Systems

Constructor University (formerly Jacobs University)

09/2020 - 06/2023

Bremen, Germany

Courses

- Thesis: Volumetric Visualization of Multi-Dimensional(3D/4D) Raster Weather Data (Software Engineering)
- Programming in C and C++(Programming fundamentals, OOP)
- Algorithms and Data Structures (Python, C++)
- Human Computer Interaction(UI/UX design using Figma,)
- Software Engineering (Python, MySQL, PHP, HTML, CSS, JS)

WORK EXPERIENCE

Web Entwickler/Projektassistent

tetraeder.solar GmbH

05/2022 - Present

Dortmund, Germany

Achievements/Tasks

- Assisted in the design and development of the front-end of websites using **HTML, CSS, Vanilla JS**, creating a visually appealing and user-friendly online presence.
- Developed numerous server-side components in the backend making use of **Python (Flask, SQLAlchemy), PostgreSQL**, dealing with product API and ensuring robust data management, security, and server performance.
- Collaborated with clients and used Google Analytics to improve website functionality and optimize browser performance by about 50%, significantly improving SEO rankings and user experience.
- Provided several strategic UI/UX design recommendations using **Figma**, contributing to increased user engagement, streamlined navigation, and an elevated brand image.
- Conducted website localization for various web pages and downloadable PDFs across multiple languages, broadening the website's accessibility and audience reach.
- Utilized **Git** for version control in GitLab and GitHub to maintain an up-to-date and clean codebase.

PERSONAL PROJECTS

UCL (UEFA Champions League) info website

- Developed a database driven project using HTML, CSS, JavaScript for frontend, MySQL database and PHP/AJAX server-side scripting for backend in a 4-member group

Corona Archive

- Utilized the fundamentals and principles of software engineering in this project of 3 team members to track and update public places of COVID infected patients using QR codes and secure admin-based data management system with the use of HTML, CSS, JavaScript and Flask library in Python. Additionally, performed unit tests and functional tests as a means to learn good software practices

Task Management Application

- Built a CRUD(Create, Read, Update, Delete) application using HTML and Vanilla JavaScript

Personal Portfolio Website

- Created a personal portfolio website as a single page application using ReactJS and Tailwind CSS

SignMeUp

- Designed and implemented a user registration and login system using AngularJS for frontend, Node.js and MongoDB for backend.

ACHIEVEMENTS

JacobsHack 2022 - Winner"Hacker Spirit"

Participated in the annual hackathon at Jacobs University and built a 2D platformer game based on theme "Lost City of Atlantis" using Canvas API in JavaScript and implemented features like parallax scrolling, layered backgrounds, dynamic avatar, etc.