Raj Budhathoki

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Summary

Junior Full Stack Developer and Computer Science student at Youngstown State University (graduating December 2025) with hands-on experience in Python, JavaScript, and cloud-based AI solutions. Passionate about developing reliable, secure, and scalable applications using modern frameworks. Skilled in integrating AI tools, microservices, and RAG pipelines to enhance automation and system performance.

SKILLS

Languages: Python, JavaScript (Node.js, React), Java, C/C++, HTML/CSS
Frameworks & Tools: Express.js, GitHub Actions, Docker, LangChain, MLflow, LangFuse, Power BI, Jira, VS Code
Databases: MySQL, MongoDB, Vector DBs
Cloud Platforms: Microsoft Azure
Development: Agile Methodologies, CI/CD Pipelines, API Integration, Microservices, RAG Systems

WORK EXPERIENCE

Kaushal English Boarding School (Nepal)

Data Analyst,Intern   Aug 2020 - Aug 2021

- Collected, processed, and visualized student data using Python and Excel for performance tracking.
- Automated 20% of manual data entry tasks using Python scripts.
- Designed dashboards that supported data-driven administrative   decisions.
- Collaborated cross-functionally to improve data reliability and reporting efficiency.

EDUCATION

Youngstown State University

B.S. in Computer Science - 3.06   Jan 2022 - Dec 2025

Relevant Coursework: Data Structures, Machine Learning, Software Engineering, Operating Systems, Database Development, Network Concepts, Calculus III, Probability & Statistics

PROJECTS

Chat Application — Python, Sockets, NLP Integration (2023)
- Built a real-time chat app supporting multi-client communication and server validation.
- Extended architecture to simulate microservice orchestration for message routing and processing.
- Experimented with LLM-based text summarization and sentiment analysis features.

Book Order Web App — Node.js, Express, React(2025)
- Designed a responsive web app with RESTful APIs, order management, and price calculations.
- Implemented authentication, server-side validation, and structured MVC architecture.
- Deployed with GitHub Actions and Docker for CI/CD automation.

Chasing Cats Game — Unity, C# (2024)
- Developed an interactive 2D game implementing player AI and collision detection.
- Focused on user experience and optimization of game performance.

AWARDS

International President's Award Youngstown State University
(Jan 2022)
Dean's List Youngstown State University
(Mar 2024, Jul 2025)