Rijul Shrestha
MEng Computer Science – The University of Leeds

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PERSONAL PROFILE

Motivated student currently enrolled for MEng in Computer Science with formal knowledge and programming skills gained through excellent classroom performance and real-life projects. Offers excellent communication and problem-solving abilities and always meeting deadlines. Self-learning and dependable team player willing to take additional responsibilities.

EDUCATION

University of Leeds (September 2022 – Present)
Master of Engineering (MEng) in Computer Science.

Year 1 (Semester 1) Modules:	Results	Year 1 (Semester 2) Modules:	Results
Procedural Programming	Pending	Programming Project	Pending
Fundamental Mathematical Concept	Pending	Introduction to Discrete Mathematics	Pending
Professional Computing	Pending	Object Oriented Programming	Pending
Computer Architecture	Pending	Introduction to Web Technologies	Pending

Ullens School – Kathmandu, Nepal (August 2020 - May 2022)
International Bachelorette: Computer Science HL – 6, Math AA SL – 6, Physics SL – 6. Total – 38.

Ullens School – Kathmandu, Nepal (April 2010 – April 2020)
Secondary Education Examination (GCSE Equivalent): Computer Science – A*, Math – A, Optional Math – A* GPA – 3.61.

ACADEMIC PROJECTS

- Year 1:
    - Investigated in the topic "Application of geo-location-based technologies in public transport" for a **Technical Report** and scored 93%.
    - Programmed a "Word Search" solver which solves any word puzzle given the board and the words to search for, formed a short repot and scored 87%. (Python)
    - Programmed the game "Tic-tac-toe" where the user can choose the grid size and win length size and scored 88%. (C)
- Conducted **Extended Essay/Research Paper** in the topic "Efficiency of inverted index for faster keyword-based search on a large volume of unstructured data." (Linux, Java, Lucene, Meili Search)
- Designed and programmed a **Desktop Application** named "Project Event Manager" to track/update project event deadlines and synchronize in Google calendar. Project work included requirement analysis, software designs, implementation, and deployment with user manuals. (Java, Java Swing, SQLite)
- Conceptualized and implemented a simple parachute game with multiple level of difficulties and scores. (Python, pygame)

EMPLOYMENT

Rural Health and Education Service Trust - Kathmandu, Nepal (April 2020 - December 2021)

MIS Intern

- Maintain soft copies of data collection forms and supporting documentation and update in DBMS accessible to MIS team and partner organizations.
- Monitoring data errors, scrubbing for duplicate data and performing data cleaning and promptly reporting into GitHub about detected technical issues.
- Reviewing student's information for data deficiencies, correcting any incompatibilities.
- Generating charts and pivot tables for executive reports.

The Original Bowling Co Limited (Hollywood Bowl) – Leeds, UK (Part-time) (December 2022 – Present)

Team Member (Arcade)
- Dealing and resolving any problem/complaints faced by the customer in a positive manner.
- Ability to handle multiple customers at the same time during peak hours.
- Handling any queries, the customer may have.
- Organizing and fixing minor faults in the arcade equipment.

ACHIEVEMENTS
- Won the "Best Position Paper" award in Model United Nations (MUN).
- Led the football team to the finals as the main goalkeeper in the inter school tournament.
- Trekked through difficult Himalayan regions including Thorong La pass (the highest pass at 5416m) and Tilicho lake (4919m).

TECHNICAL SKILLS

Proficient in:

Java	Python	C	SQLite	Git

Others:

JavaScript	HTML	MongoDB	Node.js / Express	React

KEY EMPLOYABILITY SKILLS

IT – Completed professional training of 113 hours for MERN Stack and 68 hours for C&C++.
Flexible and Adaptable - Work on short notice and late-night shifts at Hollywood Bowl.
Communication – Handling customer queries and complaints at Hollywood Bowl.
Problem solving and Critical Thinking – Working on projects and research required attention to details and thinking outside the box.
Planning and Coordination – These were key factors on and off the football pitch to achieve our goal.
Self-directed learning – Required lots of self-teaching while learning how to code and to improve speed cubing skills.

INTEREST / HOBBIES
- Speed Cubing – Participated in various competitions hosted by World Cube Association with official personal best being 24.04 seconds.
- Football – Selected and played for school football team.
- Member Representative of Makers and Coders Club at school.