|  |  |
| --- | --- |
| Nabin Palikhel  *Curriculum Vitae*  Suryabinayak - 08,  Bhaktapur, Nepal  **(+977)9843147529**  [nabinpalikhel10@gmail.com](mailto:nabinpalikhel10@gmail.com)  PROFICIENCY   * Google Docs, Sheets and Slides. * Microsoft Word, Excel, Powerpoint. * Windows * Linux   ADEPT IN   * Java * MySQL * JavaScript * Python * HTML/CSS   PERSONAL SKILLS   * Leadership * Good Listener * Team Player * Ability to impress * Unrelenting focus * Conflict Resolution * Meeting Deadlines * Pressure Coping * Self Development * Meritocracy  TRAINING:  1. 3 months training of Advance Java at IT Training Nepal. 2. Two months training of Graphics Designing at Main point computer institute | I currently have finished by Bachelors Degree in Computer Engineering and looking for  opportunities to gain experience. I am young and energetic programmer and always excited  to gain new knowledges and skills. I am looking for an opportunity to gain exposure and  expertise that would help me build a strong and successful career by working in an  organization where I am able to contribute to the organization’s growth and profitability and  in turn.  **EDUCATION  2014-2018** BEng., Computer EngineeringHimalaya College of Engineering Kathmandu,.Nepal  **2012 - 2014 12th, Science** Khwopa HIgher Secondary School  Dekocha,Bhaktapur   **2012 SLC** Everest English School Mibachhen. Bhaktapur EXPERIENCEJuly 2018 GDG(Google Developers Community Program)Seminar Attendee. Topics covered : Codelabs (Android, AI/ML, IOT, Firebase),Speaker series,AI Workshop Attendee.July 2017 Developer Circles Kathmandu July MeetupSeminar Attendee. Topics Covered: AR , VR and Artificial IntelligenceJuly 2017 HIMALAYA EXHIBITION-2017In Situ Event. Managed sponsors, participants and mobilized resources for successful completion of HEX. Duration- 3 days July 2017 Design Sprint Kathmandu - 2017 by GDGCrafted and supplied itinerary. Conducted extensive mobilization of resources for event’s success. Duration- 3 days  **PROJECTS Game Bot ​— ​Machine Learning**  A bot formulated upon NEAT (Neural Evolution Augmented Topology) algorithm.  Plays 2D game, by use of heuristics as well as genetic machine learning approaches.  **Himalaya Book Web ​— ​Ecommerce Site**  A full stack site dealing in ecommerce for books..  Utilizes state of the art HTML with JavaScript for interactivity, as well as Java for a robust backend. |
|  |  |
|  |  |
|  |  |
|  |  |