

Sambhav Shrestha

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EDUCATION

St. Joseph's College, Brooklyn, NY

BS in Computer Science & Mathematics, June 2022 (anticipated) | **GPA 3.97**

- **Relevant Courses:** Algorithms & Data Structures, Advanced Programming, Advanced Databases, Multivariable (Advanced) Calculus, Calculus III, Software Engineering, Mobile Applications, Linear Algebra, Probability & Statistics
- **Certificates:** Neural Networks and Deep Learning, CS50 Intro to AI,
- **Awards:** SJC President's Scholar, SJC Honors, Dean's list

SKILLS

Languages: Python, Java, SQL, JavaScript, R
Libraries and Frameworks: TensorFlow, Keras, Pandas, NumPy, scikit-learn, OpenCV, Flask, Flutter, Django
Web: HTML, CSS, Bootstrap, jQuery, React, AWS EC2, Docker,
Tools and Technologies: Linux, Git, Android Studio

EXPERIENCE

St. Joseph's College, Brooklyn, NY

IT Student Technician | Jan 2019 – Present

- Resolving any tech issues through phone or visiting onsite and providing fine customer service.
- Installed computers, projectors and tech networks in various campus events with technicians.
- Administering phone calls and used online ticketing system to manage support actions and requests.

Peer Tutor | Jan 2021 – Present

- Tutoring students in Calculus, Java Programming, and Computer Applications and helped them to prepare for tests

JP Morgan Chase/InsideSherpa, Online

Software Engineering Virtual Experience | Jun 2020 – July 2020

- Fixed various bugs and tested code in Python to ensure the smooth running of application.
- Worked on data visualization techniques to observe the ratio of two stocks and trigger alerts.
- Used JP Morgan's self-built framework, perspective to stream analytics and data via Web Assembly.

Web House Nepal, Kathmandu, Nepal

Web Development Intern | Apr 2017 – July 2017

- Designed and developed a fully responsive multipage site using JavaScript, HTML, CSS and Bootstrap.
- Tracked faulty bugs and performed testing to build bug-free user-friendly interfaces.

PROJECTS

Hand Drawn Digit Recognizer (Python, TensorFlow, OpenCV):

- Used convolutional neural network (CNN) to correctly identify hand-drawn digits, utilized Google's MNIST dataset
- Achieved an accuracy of ~ 95 %

Minesweeper AI (Python, pyGame)

- Constructed an AI for minesweeper game that uses inference from its knowledge base and applies backtracking algorithm to calculate safe moves in the board.
- Used pyGame for building minesweeper interface (project based on CS50).

Undefeatable Tic-tac-toe Bot (Python, Reinforcement Learning):

- Developed an undefeatable tic-tac-toe agent using minmax algorithm to find the best move every single time

Battleship (Java):

- Created a multiplayer command-line game interface based on random guessing technique.