






CONTACT

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EDUCATION

- S.E.E**

Arunima Secondary School / Kathmandu / April, 2005 - June, 2018
- +2**

Kathmandu Model College / Kathmandu / July, 2018 - January, 2021
- Bachelors in Computer Engineering**

Advanced College of Engineering and Management / Kathmandu / April, 2021 - Present

SKILLS

- Python - Experienced
- C - Experienced
- C++ - Experienced
- Git and Github - Experienced
- SQL - Experienced
- Excel - Skillful

LANGUAGE

- Nepali
- English
- Hindi

Shirish Acharya

I am a final-year Computer Engineering student from Kathmandu, Nepal, with a strong interest in data science, natural language processing, and speech-to-text systems. I have experience in machine learning model development, dataset preparation, and interdisciplinary collaboration. Currently, I serve as Vice President of PACE and am co-authoring research on speech recognition models. Dedicated to innovation and continuous learning, I aim to contribute meaningfully to the fields of AI and technology

ACHIEVEMENTS

- 1st Runner Up: Meshmerize at Technorion Nepal**

Meshmerize is a competition in which participants build a robot that is designed to solve a maze in fastest time possible.
- Participated in Techfest at IIT Bombay**

EXPERIENCE

- Member**

Project Association for Computer and Electronics (PACE) / Kalanki, Kathmandu / July, 2022 - June, 2024

As a member of PACE, I actively participated in various projects. Most notably, I was involved in building a maze solving robot that got Second position in zonal qualification and hence participated in Techfest 2022 held in IIT Bombay.
- Vice President**

Project Association for Computer and Electronics (PACE) / Kalanki, Kathmandu / July, 2024 - Present

As a Vice President, I was mainly concerned with ensuring proper working of the club. Additionally, I worked in hosting Protobytes Hackathon which was one of the main events of Aarambha.
- Organizer**

Aarambha / September, 2024 - December, 2024

I worked as the organizer of Aarambha, a flagship technical event hosted by the students of ACEM. My primary responsibility was managing the event's finances, ensuring optimal resource allocation and transparency. Additionally, I actively contributed to securing sponsorships and overseeing various other aspects to ensure the event's success.

REFERENCES

Er. Shishir Acharya

University of New Haven /
Student

shishiracharya64@gmail.com

TRAINING/CERTIFICATIONS



Git and Github

PACE / 2022



Figma

Advanced Robotics Club / 2023



Docker

PACE / 2023

PROJECTS



Langur Burja Simulator

A langur burja game simulator. It was a group project of two people.

<https://github.com/ShirishAcharya/LangurBurja>



Shirish Answers

A prank game where Shirish answers all your questions

https://github.com/ShirishAcharya/Shirish_Answers



Voice Based Chess Application (3 Member Team Project)

A chess game where you can control the chess pieces using your voice