

Shishir Neupane Sharma

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Kamalpokhari , Kathmandu

Summary

I am a Computer Engineering undergraduate with strong interests in Artificial Intelligence, Machine Learning, Data Science, Web development and software development. I am passionate about understanding client's problems and solving them, building intelligent systems, and developing scalable software solutions. I aim to continuously improve my technical, analytical and problem-solving skills through real-world projects and practical experience.

Skills

- **Languages:** Python, C++, C, JavaScript, Java, SQL, HTML, CSS.
- **Data Science & AI:** Data Cleaning and Preprocessing, Exploratory Data Analysis (EDA), Data Visualization, Machine Learning and Modeling.
- **Web Development:** MERN Stack (MongoDB, Express.js, React, Node.js), HTML, CSS, RESTful APIs.
- **Tools and IDEs:** VS Code, Intelli J, PyCharm, Jupyter Notebook, MySQL, PostgreSQL.
- **Version Control:** Git, GitHub.
- **Data Science Tools:** Pandas, NumPy, Matplotlib, Seaborn, Scikit-learn, SciPy, Statsmodels.
- **Concepts:** Object-Oriented Programming (OOP), Data Structures and Algorithms, DBMS, Data Analysis, Problem Solving

Education

Bachelor in Computer Engineering

[Jan 2024-Present]

- Thapathali Campus
- IOE, Tribhuvan University
- Thapathali, Kathmandu

School Leaving Certificate (SLC)

[2020-2022]

- Tilottama Higher Secondary School
- National Examinations Board (NEB)
- Tilottama, Rupandehi

Secondary Education Examination (SEE)

[2011-2020]

- Butwal Public School
- National Examination Board (NEB)
- Tilottama, Rupandehi

Notable Projects

DataScience Projects

Collection of my Data Science and Data Analysis projects, focused on Python, data manipulation, visualization, analytics , model building , predicting and so on. These projects use real-world datasets to practice and demonstrate practical implementations.

Web Projects

Collection of websites and web applications that I have built to practice and demonstrate my skills in modern web development.

Each project is organized in its own folder and focuses on clean UI, responsive design, and practical functionality.

Space Shooter

A 2D space shooter game built using Python and the Pygame module.

The game focuses on smooth controls, collision detection, scoring mechanics, and an engaging arcade-style gameplay experience.

Jarvis -Voice Assistant

A simple voice assistant named "Jarvis" made using Python. Inspired from Iron Man. Initiates when we say "Jarvis".

PONG Game

A Ping Pong game made using Turtle library of Python.

Certifications

Associate Data Scientist — DataCamp

Data Analyst in Python — DataCamp

Machine Learning Workshop — ECAST

Software Fellowship — Locus