SHRILL SHRESTHA

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Education:

- **University of Louisiana Monroe** *(Dec 2021):* BS Computer Science, minor in Mathematics (Honors) **GPA:** *3.95/4.00*

Skills:

- **Languages:** Proficient with Java, JavaScript, Python; Familiar with C++, Swift
- **Databases:** MySQL, SQLite, MongoDB
- **OS Dev Environments:** Linux, macOS, Windows, Android, iOS
- **Framework, Library, and Engines:** Node.js, Express.js, React.js, Django, Three.js

Experiences:

- **Major League Hacking Explorer Fellowship**   **Feb 2021 – April 2021**
  - Invested 20 hours/week in meetings, discussion, and development with a distributed team of 16.
  - Developed a VS Code extension to bring GitHub's project workflow in the editor providing easier navigation to developers. Used Typescript to handle communication between Webviews and the extension.
  - Developed a 3D web game using Three.js. Used the three.js library to load and animate the 3D object and characters, and contributed in developing overall game logic.
  - Received hands-on experience working in open-source software using git and GitHub workflow.

- **Software Developer, Louisiana Small Business Development Center – ULM**   **Jan 2021 – Present**
  - Invested 20 hours/week in client meetings, project planning, and implementation with a team of 4.
  - Developed financial awareness app for university faculty and student. Implemented REST API using Node.js, Express, and developed NoSQL database model and schema in MongoDB to form app's backend.

- **Undergraduate Teaching Assistant, Department of CS, ULM**   **Aug 2019 – May 2020**
  - **Assumed Graduate Student role as Junior Undergrad** to assist the professor in facilitating daily 2-hour lectures on intro and intermediate programming Java & Python for ~25 Freshman & Sophomore.
  - Collaborated with the instructor to design curriculum assignments relating to control structures, data structures, object-oriented design, etc.

- **Instructor, STEM4kids, San Jose, CA**   **Jun 2019 – Aug 2019**
  - Facilitated daily 4-hour in-person sessions for ~30 students for an introduction to Java, Python, and JavaScript.
  - Initiated and contributed updates to the curriculum; adding additional problem sets on Object-Oriented Design.

- **Student Researcher, Department of Mathematics, ULM**   **Aug 2018 – Dec 2018**
  - Developed a simulation for Prisoner's dilemma problem in Java showing the effect of the different interrogation responses in the problem.

Projects:

- **Machuuni** (personal project in development)
  - Initiated and collaborated with a team of 3 to develop a platform for mental health awareness.
  - Developed a map feature using google maps APIs to locate nearby mental health clinics using react, node, and firebase (hosting and cloud functions).
- **Life Plus** (personal project in development)
  - Worked on a team of 4 for developing a hackathon project to develop a platform for blood donation.
  - Developed a mobile app to establish peer-to-peer connections among blood donors and receivers. Designed app layout, developed database models and schema, and used the android framework and firebase to implement the backend.

Involvement:

- Member, Upsilon Pi Epsilon, ULM Chapter   **Nov 2019 – Present**
- Member, ACM, ULM Chapter   **Aug 2017 – Present**
- Member, Campus Activities Board, ULM   **Feb 2018 – Sept 2019**