

Sushrut Dhakal

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Education

University of Waterloo · Bachelor of Honours Mathematics

2023 - 2028

Experience

STEM-Away · Full Stack Developer Intern: Project Lead

May 2022 - Sept 2022

- Committed to Discourse, an open-source project with 800+ committers
- Led the project, managing 5 other interns to create a plugin with 150+ users
- Integrated an advanced plugin using JavaScript, Handlebars, Ruby on Rails, and CSS

TAC Sports · Coding and Game Theory Intern

Apr 2022 - July 2022

- Optimized the main website of TAC Sports using Google Analytics to improve loading time performance by 150%
- Taught over 200 students Scratch, Python, ReactJS, HTML, and TailwindCSS
- Organized and led a group of 10 staff members in the LSA branch

SATEC @W.A Porter · Peer Tutor

Oct 2021 - June 2023

- Collaborated in meetings with other tutors and teachers
- Assisted students with their assignments, homework, and learning strategies
- Educated 200+ high school students in Mathematics, Computer Science, English, and Science

Projects

Note Taking Plugin · HandlebarsJS, Ruby on Rails, JavaScript



- Spearheaded a branch plugin from the admin page for users to add personalized notes, tasks, and timers
- Led and managed a team of 5 members to deploy the App Design Process
- Implemented a HandlebarsJS server to scrape website design template from Discourse, Ruby on Rails with JavaScript to connect server-side applications and SCSS for styling

Weather Whenever · WeatherAPI, Firebase, React, Chakra-UI, Figma



- Created web app with an accessible design to produce weather details and help users plan weather appropriate outfits
- Developed a fast RESTful API using React, and WeatherAPI to display personalized outfits and weather details
- Implemented server-side database advanced user authentication system with Firebase to complete CRUD operations that has been used by 100+ users

NimbleCoder · Svelte, TypeScript, HTML, TailwindCSS, SQLite



- Developed a web app which has gained over 300 views that allows for developers to practice typing code in a variety of different languages and time constraints
- Used Svelte, HTML and, TailwindCSS to build out a design for optimal eye focus, and SQLite to store typeable code
- Used TypeScript to perform key pressed algorithm and file read algorithm

Blisterine: The Laboratory · Blender, Unity, C#, Unity Web Store



- Built a single player top-down 2D unity horror game with an adventure aspect
- Implemented the waterfall methodology to effectively develop and deploy the game
- Used Blender and PixelArt Maker with C code in Unity to create unique and original game models

Skills

Languages Python, C++, JavaScript, TypeScript, HTML, CSS, DrRacket

Technologies NodeJS, AJAX, React, Bootstrap, Bulma, APIs, Tailwind, Svelte, TypeScript

Databases MongoDB, SQL-Injections, SQLite, MySQL