SWARAJ SHRESTHA

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TECHNICAL SKILLS

Programming Languages:	Java, Python, JavaScript, HTML, CSS, and React.js (Professional Working Proficiency)
	SQL, VB.NET, and Kotlin (Limited Working Proficiency)
Frameworks:	Tailwind CSS and Bootstrap
OS:	Windows
	Linux (Limited Working Proficiency)
Additional tools:	SSH, PuTTY, GitHub, Microsoft Office365 Suite, and Google Suite
Cloud platform:	Azure (Fundamentals)

HIGHLIGHTED SKILLS

Problem solving: Can analyze complex problems, evaluate multiple perspectives, and make informed decisions to drive effective solutions as done whilst writing programs for computer science courses, as an administrator, and utilizing knowledge as a TA.

Interpersonal: Able to convey ideas and voice opinions to productively advance the given task whilst building fruitful relationships and has experience with a virtual work environment.

Analytical: Detail-oriented program administrator and programmer skilled in dissecting intricate challenges to develop data-driven solutions, optimizing operational efficiency.

Time-management: Balances multiple tasks simultaneously including a full academic course load and work, prioritizing tasks effectively and using time efficiently. In addition, effectively completes multiple projects concurrently.

Work Ethics: Completes assigned tasks proficiently, following standard practices and established processes, and demonstrates dedication and ability to work effectively as part of a team or independently with minimal supervision.

EDUCATION

Bachelor of Computing Science & Business Administration   **September 2020 - Present**
Saint Mary's University, Halifax NS
Co-operative Education Program

- **CGPA** - 4.25 / 4.30 (**A+**)
- **Renewable International Entrance Scholarship –** 2020, 2021, 2022, 2023
- **Academic Achievement Scholarship Award –** 2021 - 2022, 2022 - 2023
- **MT&T Computing Science & Business Administration Scholarship Award –** 2020 - 2021, 2022 – 2023, 2023 - 2024
- **Faculty Union Scholarship for Academic Excellence –** 2022 - 2023
- **Dean's List –** 2020-2021, 2021-2022, 2022-2023

EXPERIENCE

Saint Mary's University, Halifax, NS

Teacher's Assistant
Introduction to Computers and Programming   **September 2023 – December 2023, September 2022 – December 2022**
- Evaluating and debugging student-generated code in Java, enhancing my expertise in algorithms.
- Checking submissions by 56 students (2022) and 36 students (2023) and giving practical feedback accordingly.
- Polished problem-solving skills whilst deciphering a student's approach to the problem presented.

CEL – SMUworks Program Administrator (Co-op + continued on part-time basis)   **May 2022 – December 2023**
- Organizing, examining, and analyzing data for SMUworks to draw conclusions regarding the trends.
- Part of the SMUworks Steering Committee to advocate for the students' side and based on past SMUworks records.
- Oversee all tasks related to the program ensuring that the 40+ positions we fund each term runs smoothly.
- Conducted comprehensive mid-term assessments of SMUworks grant recipients and student employees funded by these grants, ensuring adherence to grant objectives and performance standards.

Residence Assistant   **August 2023 – Present, August 2022 – April 2023**

- Polished leadership skills by disseminating information by updating the residents (22-floor members (2022), 35-floor members (2023)) on the most current information regarding the university and the facilities available, organizing floor events to help the residents socialize better, bringing forth a feeling of togetherness among the floor members, and since most students are first years – nurturing growth both academically and mentally by becoming an example.
- Mentoring new student leaders.
- Received 50+ hours of training.

PROJECTS

Experiential Learning

CSCI 3428 – Software Engineering   **September 2023 – December 2023**
- Language used: HTML, CSS, JavaScript with React.js
- The service-learning component of the course- taught to use schedules, specify software requirements, create detailed software design, have software testing, delivery, and documentation, and develop software utilizing these tools in AGILE method for the project - St. Margaret's Bay Area Woodland Conservation Site.

CSCI 2356 - Mobile App Development   **January 2023 – April 2023**
- Language used: HTML, CSS, JavaScript
- The service-learning component of the course- applied knowledge and wrote software and documentation for a Mi'kmaq language game on behalf of the Eskasoni Immersion School, to be added to a suit of 2 other existing games. The student and team had 2 meetings with the clients.
- Project lead for a team of 5, created the web-based application to teach children the basic vocabulary of the Mi'kmaq language.

Personal Projects

Web-hosted Portfolio (completed)
- Language used: React.js with Tailwind CSS
- Showcases my projects and skills in a user-friendly interface. Project demonstrates proficiency in modern web development technologies and ability to create visually appealing and responsive designs.

Online class Face-Tracker (completed)
- Language used: Python
- This program tracks the user's face and eyes whilst they are in an online course or during a meeting to produce graphs about what portion of the time were they looking at the screen and how distracted were they.

Class Photo Scheduler (in progress)
- Language used: Kotlin
- An Android application that takes pictures and automatically arranges them into folders based on the student's class schedule.