

# Asmita K.C.

[theasmitakc@gmail.com](mailto:theasmitakc@gmail.com) | [asmitakc.com.np](http://asmitakc.com.np) | [github.com/theasmitakc](https://github.com/theasmitakc)

## EDUCATION

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**Himalaya College of Engineering, TU**

*Bachelor of Computer Engineering*

**Tulsi Boarding Secondary School**

*+2 in Science , SEE*

Kathmandu, Nepal

*Mar. 2021 - Mar.2025*

Tulsipur, Dang

*May.2017 - Sept.2020*

## EXPERIENCE

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**Project demonstration : *The Reco***

Dec.2022

*Himalaya College of Engineering,lalitpur*

- Collaborated with an enthusiastic team to develop and showcase a recommendation ecommerce website (*The Reco*) at the college exhibition (HEX) .
- Received positive feedback for the innovation and collaborative effort demonstrated on project development.

## PROJECTS

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**Personal Portfolio Website**

Sep.2021- Dec.2022

- Developed a dynamic personal portfolio using HTML and CSS as Frontend.
- Implemented on Github for code accessibility.
- Deployed at : [asmitakc.com.np](http://asmitakc.com.np)

**Simple Snake Game**

Jan.2021-Oct.2021

- Developed a classic snake game using HTML, CSS and JS .
- Implemented game logic, user controls and score tracking for an interactive experience.
- Play the live game at : <https://theasmitakc.github.io/AK-Snakemania>

**Foreign Chatbot**

Mar.2024-Present

- Designed and developed an advanced chatbot for minor projects using Botpress.
- Monitored user interactions and gathered user feedback.

**Finding Missing People Using Image Recognition and Gait Pattern Analysis**

- Ongoing major project , AI based.
- Will be deployed soon.

## TECHNICAL SKILLS

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**Languages:** C/C++, HTML/ CSS, PHP, JS.

**Developer Tools:** Git, VS Code, Adobe Illustrator.