PRAYASH THAPA

CONTACT INFO

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ABOUT ME

Computer Engineering with proven skills in Game development and Machine Learning. Always eager to learn new things to improve my skill set. Interested and Knowledge in multiple domain like applied maths, physics, Digital art. Very eager to challenge myself by taking on unique problems.

EDUCATION

BE in Computer Engineering **2018-2023**
Kantipur Engineering College | *Dhaphkhel, Lalitpur*

HSEB +2 **2016-2018**
Orchid Science College | *Bharatpur,Nepal*

- Graduated with A+ grade

EXPERIENCE

Machine learning Engineer Intern **2 weeks**
Palm mind technology | *Banasthali*

- Learned NLP fundamentals
- Worked on Chatbot development with Rasa Opensource
- Worked on Language transliteration and translation pipeline

Developer Trainee **May 2023-**
Yarsa Labs | *Baluwatar*

- Learned Game dev fundamental, OOP design patterns.
- Worked with Unity Engine and Shader coding
- Worked on multiplayer carrom game with Photon.
- Worked with Firebase

SKILLS

●●●	Python,C,Bash,C/C++
●●●	Django, Pytorch, Numpy, matplotlib, Sklearn,Unity
●●●	Elasticsearch, MySql, Github
●●○	Java, JavaSript
●●○	React,Bootstrap, Rasa,LaTeX
●●○	Adobe Animate, Adobe Photoshop
●○○	Matlab, Wireshark, Cisco packet Tracer

Languages

- Nepali (native)
- English (Full professional proficiency)
- Hindi (Basic)
- Japanese (Learning)

PROJECTS

QUESTION ANSWER DISCUSSION SITE (IOE OVER-FLOW)

- Implemented front using HTML, CSS, JavaScript
- Implemented backend using django.
- Implemented elastic search for search function
- Implemented tessaract OCR.

COIN DROP GAME

- Build a coin drop game https://vectortensor.itch.io/pachinko-demonslayer-edition
- Wrote shader for making different animations, blending two textures.
- Wrote collision physics for bouncing effect.

VISUAL NOVEL TEMPLATE

- Built a template for making visual novel games in Unity.

NPC DIALOGUE FOR GAME

- Modeled a conversation using reinforcement learning Deep Q Learning and reinforce policy gradient methods
- Use sugeno fuzzy inference to built an alliance system in game to influence NPC behaviour

ANIME RECOMENDATION

- Recommend Similar anime by giving the name of a anime by using k means clustering and PCA

NLP PROJECTS

- Implement basic rnn for text classification (sentiment anlaysis)
- Implement encoder decoder model for language translation

ACHIEVEMENTS

Scholarships

- Four year college scholarship