AAYUSH ACHARYA

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EDUCATION

Bachelor's in Computer Engineering November 2017 – Present
Tribhuvan University
Institute of Engineering, Pulchowk Campus

National Examinations Board July 2015 – April 2017
United Academy Higher Secondary School, Kumaripati

School Leaving Certificate March 2015
GEMS School, Dhapakhel

SKILLS

Programming Languages	C, C++, Python, R, JavaScript, Assembly
Libraries & Frameworks	TensorFlow, Keras, dplyr, ggplot, NumPy, pandas
Web & Mobile Development	HTML/CSS, Node.js, React, Django, Flutter
Databases & Deployment	SQL, Azure services
Tools & Utilities	Git, Linux-based systems, Microsoft Office Package

CURRENT ROLES

Editor | Zerone Magazine
June 2021-Present
I am an editor of the Zerone magazine undertaking the role of Event Coverage Head. My responsibilities include covering tech events organized by LOCUS; an umbrella organization led by undergraduate students of IOE Pulchowk Campus.

Member | Microsoft Learn Student Ambassador

January 2020-Present

As Microsoft Student Learn Ambassadors, we serve as the community leaders, organizing workshops, hands-on training and educational seminars aided by Microsoft community experts. I organized an online event about Particle Swarm Optimization.

Member | Engineering Youth Network, Amnesty International Nepal

December 2019-Present

As a member of Engineering Youth Network, Amnesty International Nepal, we fight against injustice and human rights violations not just within our country but around the globe as well. We are an official youth network of the greater Amnesty International Organization based in Pulchowk Campus.

PROJECTS

Pest Classification using Deep Learning | Minor Project

A cross platform mobile application made for farmers and built using Flutter for classifying pests. It consists of a TensorFlow model built with VGG-19 and made suitable for deployment on mobile devices using TensorFlow Lite Converter.

Campus Online Attendance System | Semester Project of DBMS & Software Engineering

A web-based attendance system for college developed using Node.js for backend, React for frontend and MySQL for database.

Deep Learning based Facial Recognition | Instrumentation & Locus 2020

A system built using OpenCV and TensorFlow with the help of VGG-16 model and uses Siamese network for face classification. Designed to take classroom attendance in bulk.

E-Kisaan | Hack A Week 2020

A web application built using Node.js meant to promote urban farming and provide a platform for buying and selling of urban farming products. **It was awarded as the winning product in the competition.**

OpenGL based Ranipokhari 3D Simulation | Semester Project of Computer Graphics

3D simulation of Ranipokhari programmed using OpenGL and designed using Blender with proper lighting effects, camera movement and water simulation.

Sky Bomber | Semester Project in C++

It is a war game which consists of a plane which is assigned to destroy everything and anything within its sight. But of course, with war, there are always constraints, and, in this game, props must be destroyed as fast as possible because the fuel is running low.

Flood alert system | Locus Project implemented in Arduino uno

Flood alert system utilizes radio waves to send flood alerts based on the depth of water sources. The depth of the water is measured utilizing the ultrasonic technology and alerts are sent through receiver transmitter setup.

Sudoku Solver | Semester Project in C

A simple Sudoku solver in C using depth first backtracking algorithm.

AWARDS & CERTIFICATIONS

Winner, Locus Hack A Week 2020

Winner of Hack A Week 2020 organized by LOCUS 2020 under the category "Smart and Sustainable Cities" for the product "E-Kisaan".

- **Machine Learning,** Stanford University
- **Deep Learning Specialization,** deeplearning.ai
- **TensorFlow in Practice,** deeplearning.ai
- **Data Science using R**, HarvardX