

Abbal Baral

Computer Engineering Undergraduate

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About Me

Final-year Computer Engineering student at Kathmandu University with 3.80 CGPA.
From Pokhara (Masbar) and want to do internship here only — planning to stay long-term after graduation.
Strong in logic and system design from early projects (cricket scoreboard + CPU in Logisim).
Later projects mostly team-based + some basic ML.
Looking for a place where I can code daily, learn properly, and hopefully continue as full-time.

Projects

Cricket Scoreboard Management System(C++)

Built in 1st Year, 2nd Semester

- Developed a CLI-based cricket simulation system for ball-by-ball scoring, inning management, and match results.
- Implemented color-coded interface and navigation using ANSI escape sequences.
- Gained strong foundation in programming logic and system flow.

Hard-Wired CPU Architecture(Logisim)

Built in 3rd Year, 1st semester

- Designed a basic CPU model with 4-bit opcode, 2-bit addressing mode, and manual control logic.
- Implemented instruction cycle and interrupt handling flow using logic design principles.
- Enhanced understanding of computer architecture and system-level debugging.

Few-Shot Abstractive Summarization (Python, T5-small, Streamlit)

Built in 4th year, 1st semester as a miniproject in SLP.

- Trained and deployed a T5 transformer model for abstractive summarization, successfully leveraging few-shot learning (K=80) to achieve high performance (86.86% BERTScore F1) with minimal data.
- Demonstrated proficiency in deep learning optimization and practical model deployment by building a real-time web interface using Streamlit.

Team Projects

Contributed to React, Django, and Flutter projects — mainly documentation, system design (ER, sequence, DFD, usecases), and API integration.

Education

Bachelor in Computer Engineering

- Kathmandu University, Dhulikhel, Nepal.
- Current Cumulative GPA: 3.80/4.00
- Expected Graduation: 2026

+2 Science

- SOS Herman Gmeiner School Gandaki, Pokhara, Nepal.
- GPA: 3.64/4.00

SEE

- Gandaki Boarding School, Pokhara, Nepal.
- GPA: 3.75/4.00

Skills

- Programming:** C, C++, Python (basic), HTML, CSS, JavaScript
- Frameworks:** React, Django, Flutter (team project exposure)
- Tools:** Git, VS Code, Cisco Packet Tracer, Firebase, Logisim, Streamlit
- Concepts:** System Analysis and Design, OOP, DSA, Deep Learning(CNN basics), NLP, Documentation
- Soft Skills:** Problem Solving, Creative, Adaptability, Teamwork

Hobbies & Interests

- Playing Cricket
- Gaming
- Hiking and outdoor activities
- Exploring tech trends and new AI tools