Aman Shrestha

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Education

University of Rochester

Rochester, NY

Bachelor's in Computer Science

Class of 2021

- GPA: 3.84
- Dean's List, 5 of 5 semesters

Projects

- Centralized Research Database In a team of two, worked on a project that compiles research being done in different departments and displays it in one website with simple UI. Used MySQL to work with database and PHP, HTML and CSS to design the website.
- Job Clustering for Efficient Search In a team of two, worked on a job clustering project. Used dataset from kaggle and applied K-Means, Mini Batch KMeans, Birch, Agglomerative and Affinity Propagation Clustering algorithms. Returned the intersection of results from the clustering algorithm as recommendations while searching for jobs.
- Enigma Machine An app that simulates the encryption machine used during World War II. This app was created using JAVA, XML and Android Studio.
- Task Sahayak An app that lest user set tasks based on priority. The users can set reminders and notifications so that they can finish their work efficiently. This app was created using JAVA, XML and Android Studio.

Work Experience

Saarland University

Saarbrücken, Germany

• DAAD RISE Research Intern

May 2019 - August 2019

Data Science research intern for the project "Privacy impact of wearable devices". Worked on machine models that would use ECG and EDA time-series data to predict what movie a person was watching from among a given set of movies.

University of Rochester

Rochester, NY

• Teaching Assistant for Intro to Artificial Intelligence

January 2020 - May 2020

Led study sessions to review the topics covered in class. Graded exams and projects. The topics include Heuristic search, Automated reasoning, Reasoning under uncertainty and Machine learning

• Workshop Leader

August 2018 - May 2019

Led workshop every week to review topics for Intro Computer Science and Data Structures and Algorithm courses. Both courses are studied using JAVA.

• CETL Tutor

January 2019 - Present

Work as a tutor for Intro to Computer Science, Data Structure and Algorithms, Computation and Formal Systems, Intro to Artificial Intelligence, Principles of Economics and Calculus courses. Took a two-semester long training course to learn different tutoring strategies.

Leadership Experience

• CSUG President

May 2020 - Present

Lead Computer Science Undergraduate Council at UoR in its various efforts to promote collaboration among CS students, connect the department and the student body and manage events and services like hackathon, tutoring services, info sessions and so on.

• Director of DandyHacks (Hackathon)

March 2018 - October 2019

Organized two of the biggest hackathons at the University of Rochester. Formed and led the hackathon organizing committee at the university to organize two 36 hour hackathons with a budget of over \$12000 each. Each hackathon had around 250 participants.

• Google Developer Student Club at UoR Event Planning chair

December 2019 - Present

Organize and lead study jams and workshop sessions on Google technology such as Google Cloud Platform, Flutter, etc. at the University of Rochester. Work on solution challenge which solves a local problem with the use of technology.

Skills

• Java, Python, C, Visual Basic, MySQL, HTML, CSS, Android Studio, XML, Swift, Photoshop, LINUX