

ARBIN SIGDEL

C# Unity Game Developer Intern | Django Developer | Software Development | Machine Learning

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EXPERIENCE

Django Developer

Matrix Softech Pvt Ltd

10/2023 01/2024 Sanepa, Lalitpur

- 3 month Internship Program.
- Improved a Django application under the guidance of senior developers
- Conducted quality assurance testing for major projects
- Collaborated with cross-functional teams for decision-making and project planning
- Assisted in preparing documents such as Terms of Reference and Privacy Policy for applications

PROJECTS

Unity Game Development Projects

- 2D Platformer:** Developed a basic 2D platformer game in Unity, implementing character movement, platform interactions, and enemy AI.
- 3D Shooter:** Created a simple 3D shooter game with shooting mechanics, enemy AI, and physics-based interactions.

Plant Detection and Classification (College's Major Project)

- Developed machine learning models with **85% accuracy** for plant detection and classification using **TensorFlow and Scikit-learn**
- Integrated the backend model with a **Flutter frontend via Django API**, reducing data transfer time by 20%

Fake News Detection

- Built an **ML ensemble model** (Logistic Regression, Decision Tree, Gradient Boosting, Random Forest) with **95% accuracy**.
- Processed **40,000+** news articles from a Kaggle dataset for real vs. fake classification.
- Developed an interactive text-based prediction system for real-time detection.

Animal Welfare App Developer (College's Minor Project)

- Built a dynamic **Flutter-based app** with features like gallery image upload and **real-time database integration using Firebase**
- Delivered a highly responsive and user-friendly interface, increasing navigation **efficiency by 25% in usability tests**

More in GitHub

<https://github.com/arbinsigdel12>

EDUCATION

Bachelor in Computer Engineering

Kathmandu Engineering College

Kalimati, Kathmandu

SUMMARY

I am an ambitious Computer Engineering graduate at Kathmandu Engineering College focusing on software development, machine learning, and game development. Adaptable, creative, and a lot of problem-solving - these skills make me comfortable being part of a team and enhance the process of solving complex tasks. I am a detail-oriented person who is ready to learn and practical experience will allow me to make a significant impact using my technology-related and communication-related abilities.

KEY ACHIEVEMENTS

Team Collaboration Enhancement

Improved collaboration efficiency by 40% in cross-functional projects.

Machine Learning Achievement

Achieved 85% model accuracy in plant classification project.

Machine Learning Achievement

Learned various ML ensemble model and NLP preprocessing structures and features

SKILLS

Software Development

Bootstrap, CSS, Django, Flutter, Git, Figma, Photoshop, UI Designer, JavaScript, Django, Python

Machine Learning

Jupyter Notebook, Python, Scikit-Learn, TensorFlow, Pandas, Numpy

Game Development

Unity, C#, Blender, GraphicsGale, Inkspase, Aseprite, Gimp

LANGUAGES

English

Advanced



Nepali

Native

