ASTHA THAPA

+977-9866299142| [thapaastha30@gmail.com](mailto:thapaastha30@gmail.com) | [LinkedIn](https://www.linkedin.com/in/bhawana-acharya-b90753181/)

# **EDUCATION**

B.E. Software Engineering,

GPA: 3.95, Pokhara University, Nepal. 6ᵗʰ Semester

**RELEVANT UNDERGRADUATE COURSES:**

|  |  |  |
| --- | --- | --- |
| C/C++ | Java(Basics) | Artificial Intelligence |
| Agile Practices | Data Science and Machine Learning | Cloud Practices |

# **RESEARCH INTERESTS**

I am particularly interested in how designing is applied in IT field along with the practical applications of Artificial Intelligence & Data Science in overall.

**PUBLICATIONS**

EXPERIENCE

Software Engineer

Although I am currently a student without formal professional experience, yet I have great enthusiasm, dedication and profound interest for this eld to ensure a eligible candidate to any role.

PROJECTS AND PRACTICES

1. Scam Aggregator

*A platform where users can report scams and fraudulent activities they encounter.*

*Hackathon: MBMC (Madan Bhandari Memorial College) Ideax 2024 Hackathon*

*Link:* [*https://github.com/asthathapaa/scam.git*](https://github.com/asthathapaa/scam.git)

1. Road-Way

*A route optimization application developed by Team Aisle to efficiently manage and optimize traffic routes.*

*Hackathon: Noskathon-Lite*

*Link:* [*https://github.com/asthathapaa/Aisle.git*](https://github.com/asthathapaa/Aisle.git)

1. Data Science and Machine Learning Course

*A comprehensive 5th semester course with learning of regression(linear+multiple), SVM, clustering(Kmeans, hierarchical) , gradient descent, and many more.*

*Link:* [*https://github.com/asthathapaa/Data-Science-and-Machine-Leaning-practices.git*](https://github.com/asthathapaa/Data-Science-and-Machine-Leaning-practices.git)

1. College Management System

*A individual project for electives Web Services to implement a RESTful API with JWT-based authentication for secure access control, supporting essential CRUD operations and fully containerize using Docker*

Link: <https://github.com/asthathapaa/college-management-system.git>

1. **WordGuessGame – TCP-based Word Guessing Game using Winsock**

For coursework of Network Programming this project is a command-line word guessing game (similar to Hangman) using the C programming language and Winsock2 on Windows having Client and Server system running on ports.

Link: <https://github.com/asthathapaa/NetworkProgramming.git>

# **GRANTS, AWARDS, & HONORS**

**GRANTS & SCHOLARSHIPS**

|  |  |  |
| --- | --- | --- |
| High School Scholarship  Scoring GPA 3.92 in 10th grade | $400 | 2021 |
| Bachelor’s Scholarship  Second Topper with GPA 3.87 at 4ᵗʰ Semester  Topper with GPA 3.95 at 5ʰ Semester | $350 | 2022-present |

# **TRAININGS**

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| --- | --- |
| ‘AWS Academy Graduate - AWS Academy Cloud Foundations’  ‘MBMC (Madan Bhandari Memorial College) Ideax 2024 Hackathon’  ‘Final Project Exhibition & Career Fair 2023’  ‘Fundamentals of Python training’  ‘Public Health Office Prevention and Response, Government of Nepal (GoN)’  ‘Strengthening Urban Resilience and Engagement (SURE), Red Cross Society’ | Feb 2025  Sept 2024  Jul 2023  Dec 2022  Aug 2017  Jul 2017 |

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# **SERVICE**

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| --- | --- |
| **Volunteer** at Nepal Open Source Klub (NOSK) | Jun 2022- Present |