

# ABHISHEK BHATTA

## OBJECTIVE

---

A position as an intern in the field of IT with special interests in programming, information processing, and management systems.

## PERSONAL INFORMATION

---

PLACE AND DATE OF BIRTH: Bhimdatta-18,Kahchanpur | 24 Sept 1994  
ADDRESS: Dhulikhel, Kavre  
NATIONALITY: Nepalese  
LANGUAGE: Nepali, English, Hindi  
PHONE: (977)9843288950  
EMAIL: [aviisekh@gmail.com](mailto:aviisekh@gmail.com)  
LINKEDIN: [linkedin.com/in/aviisekh](https://www.linkedin.com/in/aviisekh)  
GITHUB: [github.com/aviisekh](https://github.com/aviisekh)

## EXPERIENCE

---

<i>Current</i> APRIL 2016	<b>Marketing person</b> AIESEC in KATHMANDU UNIVERSITY Promotion, Creative Designs, Information Management, Social Media Market Analysis
------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------

CURRENT APRIL 2016	<b>Active member</b> KUCC , KATHMANDU UNIVERSITY Organizing Events, Conducting IT workshops, Conducting IT meetups
-----------------------	--------------------------------------------------------------------------------------------------------------------------

## SKILLS

---

PROGRAMMING CONCEPTS: OOP, Datastructures, Design Patterns

PROGRAMMING SKILLS: Python, Matlab, C, C++, Shell Scripting, RUBY, Java, Android, CSS

DATABASE: MySQL, SQLite  
FRAMEWORK: Django

DESIGN AND IDE TOOLS: Adobe Photoshop, GIMP  
vi/vim, Github, Android Studio, Eclipse, TexMaker

OFFICE TOOLS/TYPESETTING: Microsoft Office Package,  
Libre Office Package,  
Markdown, HTML, LaTeX

OPERATING SYSTEMS: Linux  
Windows XP/7/8

NON-TECHNICAL SKILLS: Report Writing, Presentations, Communications

EXPERTISE: OOP, Design Patterns  
Python, C, MySQL, vi/vim, Adobe Photoshop, Linux  
LaTeX, Markdown, Report Writing

## PROJECTS

---

7 <sup>th</sup> sem DEC 2015	<b>HUSKY Robot</b> Husky is an automatic robot designed as the requirement for the competition organized by Robotics Association Nepal. <ul style="list-style-type: none"><li>• Used ultrasonic and IR sensors for the input of enviroment.</li><li>• Used Arduino as Microcontroller.</li><li>• Programmed to win the competition.</li></ul>
6 <sup>th</sup> sem JULY 2014	<b>LUDO game</b> A two player desktop game programmed in Ruby. <ul style="list-style-type: none"><li>• Console and GUI version.</li><li>• GOSU library used for GUI.</li></ul>
5 <sup>th</sup> sem JAN 2015	<b>OCR</b> Recognition of characters from digital documents. <ul style="list-style-type: none"><li>• C++ with OpenCV used for image processing and development of ANN model.</li><li>• Backpropagation Algorithm Implementation.</li></ul>
SEPT 2014	<b>ASCII Image</b> Python Script that converts the pixels of image to ASCII characters without loosing the basic view the image. <ul style="list-style-type: none"><li>• Used PIL and Image Libraries for the image processing.</li></ul>
4 <sup>th</sup> sem JULY 2014	<b>Engine Gaadi</b> A search engine developed for e-library. <ul style="list-style-type: none"><li>• Python script used for programming and sqlite database used for buffer location to perform search.</li><li>• Scrape the contents of materials of the e-library (i.e. pdf,documents,metadata of image,audio, video files,html files, etc.)</li><li>• Search contents from the name and contents of the files.</li><li>• Rules for the ranking of the search results was implemented.</li></ul>
3 <sup>th</sup> sem JAN 2014	<b>Markdown to LaTeX converter</b> Python Script to convert simple markup language i.e.Markdown to complex documentation language LaTeX. <ul style="list-style-type: none"><li>• Regex used for pattern matching and parsing the source language.</li></ul>
2 <sup>th</sup> sem JULY 2013	<b>The Expense Diary</b> Desktop Appication that records the daily expense and incomes and help you to look at your expense logs and savings. <ul style="list-style-type: none"><li>• C proramming incorporated with File Handling and Allgero graphical library,</li><li>• Records saved to the local server as text files.</li><li>• Application time synchronized with the system time.</li></ul>

## ACHEIVEMENTS

---

DEC 2015 Won robotic competition conducted by Robotics Association Nepal(RAN)  
Automatic Akhada category

## EDUCATION

---

CURRENT Bachelors in COMPUTER ENGINEERING  
**Kathmandu University**, Dhulikhel, Kavre  
EXPECTED GRADUATION: August 2016  
GPA: 3.6+(so far)/4.0

AUGUST 2012 HSEB 10+2  
**Radiant Higher Secondary School**, Kanchanpur  
Marks obtained: 79.5%/100%

MARCH 2010 SLC  
**Adarsh Vidya Niketan**, Kanchanpur  
Marks obtained: 83%/100%

## VOLUNTEERING AND PARTICIPATIONS

---

CURRENT IT Meet, 2016  
Organizing Committee

2015 Organised counselling classes for the +2 students at Kanchanpur with local club.  
Ogranized the IT Meet, 2015

2013 Volunteered in Community Education Project at Charikot, Dolakha

## HOBBIES

---

Technology, Open-Source, Programming, Reading  
Cricket, Table Tennis, Playing Guitar and Flute, Travelling

## REFERENCES

---

Available on request