

ABHISHEK BHATTA

PERSONAL INFORMATION

PLACE AND DATE OF BIRTH: Bhimdatta-18,Kahchanpur | 24 Sept 1994
ADDRESS: Dhulikhel, Kavre
NATIONALITY: Nepalese
LANGUAGE: Nepali, English, Hindi
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EXPERIENCE

<i>Current</i> SEPTEMBER 2016	Associate Software Engineer LEAPFROG TECHNOLOGIES Javascript, EmberJs, Ruby, Ruby on Rails
<i>Sept 2016</i> JUNE 2016	Intern LEAPFROG TECHNOLOGIES Android, Python, Machine Learning, Neural Networks
<i>April 2016</i> APRIL 2015	Marketing person AIESEC in KATHMANDU UNIVERSITY Promotion, Creative Designs, Information Management, Social Media Market Analysis

SKILLS

PROGRAMMING CONCEPTS: OOP, Datastructures, Design Patterns, Web Development
TDD, Agile Methodologies

PROGRAMMING SKILLS: Java, Android, Python, Ruby, Javascript, C, C++, Shell Scripting

DATABASE: MySQL, SQLite, Postgres

FRAMEWORK: Ruby on Rails, EmberJs

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

PROJECT MANAGEMENT TOOLS: Jira, Trello, Waffle

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

OPERATING SYSTEMS: Linux
Windows XP/7/8

NON-TECHNICAL SKILLS: Report Writing, Presentations, Communication, Soft Skills

PROJECTS

Current
JAN 2017

r3

r3 is a client based web app for Language Scientific company that aims to manage the projects of the company.

- Project is based on ROR and jquery.
- Project implements the core concepts of workflow.

Jan 2017
SEPT 2016

Msights Object Manager

It is a client based web app for Msights that helped the visualization of their database and help to organize the records in their database.

- Project is based on ROR for backend and Emberjs at frontend.
- Project implements the core concepts of creating the meta-schema of the database.

Sept 2016
JUNE 2016

RCardScanner

RCardScanner is an android application that OCR the recharge pin number from cellphone recharge card and recharges it automatically.

- No libraries used for development. Pure Research based project.
- Recognition was aided by trained neural networks.

7th sem
DEC 2015

HUSKY Robot

Husky is an automatic robot designed as the requirement for the competition organized by Robotics Association Nepal.

- Used ultrasonic and IR sensors for the input of enviroment on Arduino.

6th sem
JULY 2014

LUDO game

A two player desktop game programmed in Ruby.

- Console and GUI version.
- GOSU library used for GUI.

5th sem
JAN 2015

OCR

Recognition of characters from digital documents.

- C++ with OpenCV used for image processing and development of ANN model.
- Backpropagation Algorithm Implementation.

4th sem
JULY 2014

Search Engine

A search engine developed for e-library.

- Python script used for programming and sqlite database used for buffer location to perform search.
- Scrape the contents of materials of the e-library (i.e. pdf,documents,metadata of image,audio, video files,html files, etc.)

3th sem
JAN 2014

Markdown to LaTeX converter

Python Script to convert simple markup language i.e.Markdown to complex documentation language LaTeX.

- Regex used for pattern matching and parsing the source language.

ACHEIVEMENTS

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

EDUCATION

2016 Bachelors in COMPUTER ENGINEERING
2012 **Kathmandu University**, Dhulikhel, Kavre
GPA: 3.64 / 4.0

2012 HSEB 10+2
2010 **Radiant Higher Secondary School**, Kanchanpur
Marks obtained: 79.5%

2010 SLC
Adarsh Vidya Niketan, Kanchanpur
Marks obtained: 83%

VOLUNTEERING AND PARTICIPATIONS

2017 Quartely Allhands at Leapfrog Technology
Organizing Committee

2016 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, Automation, Machine Learning, Reading
Cricket, Table Tennis, Playing Guitar and Flute, Travelling

REFERENCES

Available on request