

Bivek Shrestha

469-288-6278 | bivekcesta@gmail.com | linkedin.com/in/bstha | github.com/bivek520

EDUCATION

The University of Texas at Arlington

Arlington, TX

Bachelor of Science in Computer Science | GPA 4.0

Graduating in May 2021

- Dean's List Spring 2019, Fall 2019, Spring 2020
- Related Coursework: Object-oriented Programming, Algorithms & Data Structures, Compilers Algorithmic Language, Programming Languages, Operating Systems, Database System & File Structures, Artificial Intelligence, Computer Network Organization, Fundamentals Of Software Engineering, Professional Practice, Software Project Management

Dallas College North Lake Campus

Irving, TX

Associate of Science | GPA 4.0

Jan. 2016 – May 2018

- President's Honor Roll Spring 2016, Fall 2016, Spring 2017

TECHNICAL SKILLS

Languages: C/C++, Python, SQL, JavaScript, PHP, HTML/CSS

Frameworks: React, Laravel, Bootstrap

Software: Github, VS Code, Visual Studio, PyCharm, MYSQL Workbench, LaTeX, terminal, vim, Wireshark, Postman

OS: mac-OS, Ubuntu, Windows

EXPERIENCE

PI Math Assistant

Feb 2017 – May 2017

Dallas College North Lake Campus

Irving, TX

- Assisted DMAT professor
- Tutored DMAT level students in solving equations, linear models, data interpretations including graphs and tables, graphical representations of functions, and exponential models
- Helped students in using the web application to solve mathematical problems.

PROJECTS

check-your-air | React, Axios

Jan 2021

- Made an API call to AirVisual to get the air quality of a location
- Displayed the data returned by the API to the user

RV Weather App

August 2020 - Current

- Gathered requirement with sponsor
- Implemented Minimax algorithm to make the AI player move smarter
- Used numpy to represent the board as a 2d array

Tic-Tac-Toe | Python, Tkinter, Numpy

May 2020

- Developed game interface using Tkinter
- Implemented Minimax algorithm to make the AI player move smarter
- Used numpy to represent the board as a 2d array

Poker+ | C++, gtkmm, Boost.Test, Boost.Asio, git

Jan 2020 – May 2020

- Developed a multiplayer(client-server architecture) game using the Boost.Asio library
- Applied requirements engineering.
- Implemented software testing using the Boost.test library
- Performed software project planning, management, and control activities.
- Learned to develop software as part of a team.

Split App | C++, gtkmm

Nov 2019 – Dec 2019

- This program simplifies splitting bill between roommates, groups, friends and family.
- Applied four principles of Object Oriented Programming
- Voted second best application by the class
- Learned to develop software as part of a team.