

## Bishwo Purkuti

(707) - 477 -028 | [bishworajpurkutihhs@gmail.com](mailto:bishworajpurkutihhs@gmail.com) | [Website](#) | [LinkedIn](#) | [Github](#)

### EDUCATION

**University of California- Merced**  
*Bachelor of Computer Science and Engineering*

**Merced, California**  
*August 2016 - August 2020*

### TECHNICAL SKILLS

- Languages: C++, C, Java, Python, JavaScript, HTML, CSS
- Frameworks/Libraries: React.js, Node.js, Django
- Tools: Git, Github, VsCode, Docker, Flutter, Android Studio, MySQL, Firebase

### PROJECTS

Farmer's Analytics - Android App *Java, MySQL*

- Analyzes the given data on a farm to learn, and relay what farming practices produce the most optimal yield.
- Involved in frontend implementation i.e. UI, Pages, Navigation, Portraying data from the backend through graphs using MPAndroidChart library, etc...

Acrid Dragonfly - Space Invader Game  *Python*

- Developed a space invader game for HackMerced 2018 using python framework with a group of four.
- Created objects for level design following OOP principles and implemented them. Also responsible for game logic.

Merced Volunteers - Website *Django, MySQL*

- Worked on a social good website during HackMerced 2019 with a team of four.
- Allows people to come in as organizers who post social good activities and volunteers who sign up for them.
- Focused on the implementation of the frontend and authentication system.

Aquarium Simulation  *C++, OpenGL*

- Simulated an aquarium using the OpenGL framework.
- Features several 3D aquatic creatures who move within the confines of the aquarium
- Implemented shadows, object collision, trivial object animations on static objects to Bezier curves on moving creatures.

Neighbor Discovery via Flooding  *Docker, C++, nesC*

- Network node discovers its neighbor by pinging every node around it
- Any node that is able to return the ping with Time To Live = 1, then those are its neighbors
- Each node discovers its neighbors and sub-neighbors which allows sending a message from any network node to another.

NachOS - Operating System  *Java*

- Built different features for NachOS to be more complete
- Completed the thread system by implementing its subfeatures such as Join, Alarm, Priority Scheduling
- Enabled support for multiprogramming through System Call implementations as well as reading and writing virtual memory.

### WORK EXPERIENCE

**Dietary Aide**  
**Healdsburg Senior Living**

**June 2019 - August 2019**  
**Healdsburg, California**