

EDUCATION:

Bachelor of Science in Computer Science with Minor in Mathematics
Youngstown State University, Youngstown, Ohio

Skills and Tools

Languages: Java, C++, Python, JavaScript, CSS, HTML, Visual BASIC, R
API and frameworks: Google Maps Python API and Django web framework

Design and Prototyping Tools:

Figma, Sketch, Axure, Adobe Creative Suite with working proficiency in Adobe XD, Illustrator, InDesign, and Photoshop

WORK EXPERIENCE

Graphics Designer – Marketing and Communications, Youngstown State University

January 2019 - Present

- Designed and illustrated various artworks, logos and working samples for clients across the university departments.
- Coordinated with web team in developing University's website mock-ups and mobile application layout.
- Collaborated with fellow designers on updating the Visual Standard Guidelines for the university.

Information Technology Intern – Raman Construction Pvt Ltd, Kathmandu, Nepal

December 2019 - January 2020

- Facilitated in maintaining and troubleshooting various network infrastructures and IT components across the company departments.
- Aided in installation of various software and hardware components as required.
- Delivered routine maintenance of company's website and email servers.

Activity Leader, YSU afterschool Program – Center for Human Services Development

October 2017 - January 2019

- Formulated and executed lesson plans on various STEM topics for middle school and high school students.
- Conducted coding sessions for students using block-based Visual Programming languages – Scratch and CodeMonkey.
- Mentored and guided students to choose their future career path through getting ready for college program.

RELATED COURSE PROJECTS

Software Engineering - An Accident Management and Rapid Response System

- Engineered and designed the web application through agile software development practice.
- Researched and identified Customer Statement of Requirements with clients, mostly EMTs and first responders to design the web interface.
- Furnished the User Interface System Requirements of the application web interface.
- Integrated the Google Maps API on the web application.

Human Computer Interaction - Alternate Platform for Online Teaching Learning

- Researched and analyzed several online Learning Management Systems, including Blackboard Learn, Sakai, Udemy etc. and performed usability testing.
- Appraised and documented the user experience of various LMS by surveying fellow classmates and university students.
- Conceptualized appropriate User Interface and layouts in accordance to HCI principles.

Server-side Web Development - Rubik's Cube Shopping Cart project

- Programmed E-commerce website in NetBeans with Java following Model View Control Model.
- Ensured proper validation while storing in database and displayed error messages accordingly.
- Integrated the website with Apache Derby Java Database for easier storage and access of the consoles information, quantity, types, color, storage, and session management to implement shopping cart functions.

UNIVERSITY COURSEWORK

Human Computer Interaction, Visual Object-Oriented Programming, Server-Side Web Development, E-Commerce Programming, Networking Concepts and Admin, Development of Database, Probability and Statistics, Entrepreneurship New Venture Creation, Clothing and Image Development