Diwas Timilsina

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PROFESSIONAL EXPERIENCE

C3 IoT July 2016 - present
Software Engineer *Redwood City, CA*

- Designed and maintained several energy and emissions management web applications used by companies like Cisco, Bge, and the State Department
- Implemented back-end apis and analytics to analyze smart meter reading data collected at 15 minute interval using Java and Python
- Identified server-side bottlenecks and designed components to improve performance of existing web applications by 20% -30%

Acadian Asset Management June 2015 - Aug 2015
Software Engineer Intern - Machine Learning *Boston, MA*

- Built sentiment analysis tools and machine learning models to summarize the MD&A section of financial reports
- Trained decisions trees and random forest model to predict sentiment with an accuracy of 90%

Williams College Computer Science Dept June 2014 - Aug 2014
Researcher under Professor Duane Bailey *Williamstown, MA*

- Implemented a co-processor using Field Programmable Gate Arrays (FPGAs) and General Purpose Processors (GPPs) with significant energy improvements
- Programmed FPGA in hardware description language called VHDL and hardware-software interface in native C

Art of Stats Sept 2013 - May 2014
Web Application Developer: `http://www.artofstat.com/` *Williamstown, MA*

- Created a suite of interactive statistics applications for the Williams College Stats Department, which is now used in introductory statistics classes

TECHNICAL SKILLS

Experienced: Python, Java, Swift, C, JavaScript, VHDL
Significant Familiarity: Scala, C++, R

PERSONAL PROJECTS

Peer-to-Peer Collaborative Text Editor

- Built a distributed collaborative text editing plug-in for the Atom text editor in JavaScript

Procedural Generation of Cities – Computational Graphics Project

- Designed a L-System grammar in Python which allowed for the programmatic generation of building and city layouts
- Modeled city landscape generated by the grammar in 3D design software and composed a fly-through of the resulting scene in G3D using C and C++

Mirror's Edge Mod

- Developed a "Mirror's Edge" videogame level procedurally (i.e. algorithmically) in C and C++
- Ensured playability while providing interesting gameplay and portable content to the game engine

ARM Virtual Emulator

- Implemented a virtual emulator for a RISC processor on a CISC processor to simulate the program execution on a RISC processor using assembly code

EDUCATION

Williams College June 2016
B.A. in Computer Science & Mathematics, GPA:3.83 *Williamstown, MA*
Magna Cum Laude with honors in Computer Science

Budapest University of Technology and Economics Spring 2015
Spring Semester Abroad in Computer Science and Mathematics *Budapest, Hungary*

AWARDS

Dean's List: Fall 2012 - Spring 2016
Class of 1960's Scholar for Computer Science: Spring 2014, Fall 2014, Fall 2015
Ward's Prize for Best Project in Computer Science: 2015