

### **Abhiyan Gautam**

Computer Science graduate with a strong foundation in algorithms and software development. Proficient in Snowflake, PowerBI, and PHP. Skilled in problem-solving and optimizing systems, committed to innovation and staying current with industry trends.

#### **Contact Me**

- z.abhiyan@gmail.com
- <u>(2) +97</u>7-9843698968
- Koteshwor-32, Kathmandu, 44600
- linkedin.com/in/abhiiyan/

#### **Skills**

Snowflake (SQL)

Codelgniter (PHP)

Microsoft Power Bl

Microsoft Excel

Python (ML and Al)

Network Security and OS



#### **Education**

- St. Xavier's College, Maitighar
  - BSc. Computer Science and Information Technology (BSc. CSIT) (2018–2023)
- St. Xavier's School, Jawalakhel
  - +2 in Biology, Physics, Chemistry,
     Mathematics (2016-2018) (3.42 CGPA)
  - SLC (2006-2016) (3.75 CGPA)

#### **Achievements**

- Represented Nepal at Multiple International Gaming Events (Taiwan-2018, Sri Lanka-2019 and more)
- 1st Position at 1st, 2nd and 3rd and 4th NESA National Tournament CS:GO (2018, 2021, 2022, 2023)

## **Work Experience**

• Backend Engineer

CPC, 2023 - Present

- Part-time consultant engaged in backend development/management using Codelgniter (PHP).
- Software Engineering

LIS Nepal, 2023

 ETL, Data modeling and manipulation, utilizing tools like Snowflake and Power BI.

Team Member

mYRevenge e.V. Germany, 2017 - 2020

 Developed partnerships with key influencers in the gaming community.

• Team Member

Damaru Group, 2021

- Collaborated with teammates to refine play styles and optimize team performance.
- Team Leader

Nepali Gaming Legion Pvt. Ltd., 2021-2022

 Provided leadership and guidance to teammates resulting in improved communication and decision-making under pressure.

# **Projects**

- Major Projects
  - ThreatFinder: YOLOV7-Powered
     Detection of Weapons and Violence
     (Final Year Project)
  - auditoria-interna: Automated audits using PyQt5 with Snowflake.
- Minor Projects
  - AauLaijau- Rent Services/Products (Using Bootstrap)
  - Feud Frenzy- 2D Arcade Game (Using C# and Unity)