

Ashish Gupta

Computer Programmer



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E-Mail	hatiomns4173@gmail.com	Date of Birth	2062/03/14
Nationality	Nepali		

01 PROFILE

Diligent and rigorous programmer who has got slight a bit experience working in the field of programming looking forward to explore the field of AI and Robotics.

02 Employment History

Head of Development at Haitomns Groups Private Limited, Birgunj
(September 2022 – Present)

Experienced Java Developer with expertise in developing RedSoil, a blood bank software using Java applications, and RestHat, a Restaurant Management System, as a web application using HTML, CSS, JavaScript, and PHP. Proficient in software development life cycle methodologies and delivering quality code.

Blogger at High Approach, Kathmandu
(March 2021 – Present)

Tech Blogger with a passion for staying up-to-date on the latest industry trends. Skilled in creating engaging content and providing helpful notes for engineering students.

03 EDUCATION

Technical Secondary Education Examination in Computer Engineering (2077)

Shree Nrisingh Madhyamika Vidyalaya, Birgunj-14
4 GPA

Technical Education in Computer Engineering (2079)

Shree Nrisingh Madhyamika Vidyalaya, Birgunj-14
3.48 GPA



04 SKILLS



C	HTML & CSS	C#	Git	Adobe Illustrator
C++	MySQL	Java	Python	Team Leadership
PHP	Microsoft Office	SQL	JavaScript	Technical Communication

05 PROJECTS WORKED ON

RestHat (<https://restthat.haitomns.com>)

Solely work on developing, RestHat is a restaurant management system minimal, simple to use and easy to customize for your restaurant.

RedSoil (<https://github.com/haitomnsgroups/redsoilApp>)

Programmed and researched on RedSoil is an application designed to store the results of the blood banks and analyze them.

Pharmear (<https://github.com/haitomns4173/pharmear>)

Solo worked on PHARMEAR is open source, free to use, it offers a modern UI, with less clutter, easy to learn, easy to use, makes bills pharmacy management software.

Tournament Hub (<https://haitomns.me/tournamenthub/>)

Tournament Hub is a website to host online multiplayer games.

06 EXTRA-CURRICULAR ACTIVITIES

Young Scientist Conference & Incentive Program, Janakpur (July 2023)

Rewarded with first prize for showcasing the new innovative prototype robots Arduino Obstacle Avoiding Car and Face Tracking Robot.

Winter Hardware Wonderland at Hack Club, California (February 2023)

Winter Hardware Wonderland is a project by Hack Club California, USA to unite High School students around the world and grant them funds to build their dream project.

Startup & Idea Feast at Living With ICT, Birgunj (April 2022)

Presented Multi-Utility Disaster Rescue Vehicle as an innovative idea in Startup & Idea Feast 2022.

ICT AWARD at Living With ICT, Kathmandu (December 2021)

Nominated in ICT Award 2021 for Multi-Utility Disaster Rescue Vehicle a military prototype vehicle.

GSS-MUN at Gautam School, Birgunj

(May 2020)

GSS-MUN was a virtually hosted speaking and writing event where I was awarded the title of Best Position Paper Award.

CAN Info-Tech at CAN Federation, Birgunj

(December 2020)

Represented the whole school with an Arduino Obstacle Avoiding Car in an Information Technology show.

08 LANGUAGES

English ★★★★★

Nepali ★★★★★

Hindi ★★★★★

07 HOBBIES

Photography, Gaming, Watching Web-Series, Working with Electronics, Exploring Places

09 SOCIAL PROFILES

GitHub <https://github.com/haitomns4173>

LinkedIn <https://www.linkedin.com/in/haitomns-g-839601231/>

Instagram <https://www.instagram.com/haitomnsg/>

Personal Website <https://haitomns.me>

10 REFERENCES

Rambabu Raut Kurmi

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