

# SANDIP ADHIKARI

Undergraduate Engineering Student

## INNOVATIVE TECH ENTHUSIAST: CODING, AI, AND MATH AFICIONADO

An undergraduate engineering enthusiast with a fervent passion for coding, artificial intelligence, and mathematics. Eager to explore innovative solutions and contribute to advancements in these dynamic fields.

### EDUCATION

#### Kathmandu Engineering College,Kalimati

Bachelor's Degree in Electronics, Communication and Information Engineering  
2022 – present

#### Ed-Mark Academy, Kalanki

+2 in Science  
2020 – 2022

### SKILLS

#### Technical Proficiencies:

- **Languages:** Python, JavaScript, Html, C++, C
- **Data Science & ML and DL:** Pandas, Numpy, OpenCV, scikit-learn, pytorch
- **Statistical Analysis:** Regression, Probability Theory, Hypothesis Testing

#### Soft Skills:

- Communication and teamwork
- Marketing
- Technical Writing
- Logistic Management

### CERTIFICATIONS

- Supervised Machine Learning Certification-Stanford University (coursera)
- Participatory Certification on Locus 2023 and 2024
- Participatory Certification on Generative AI seminar-IT club(pulchowk campus)
- Certification as Hardware Instructor for hardware workshop on Locus 2024

### PROFESSIONAL EXPERIENCE

#### Executive Committee Member

KEC Robotics Club | 2023 – Present

- Executive and Logistics Committee Member and Mentor for the Robotics Workshop.
- Orchestrated hands-on experiences to spark students' interest in STEM fields.
- Guided participants in PCB printing, design, and assembly to enhance their skills.
- Led engaging sessions exploring the applications of 3D printing in modern technology.
- Taught microcontroller coding for robotics projects and automation.
- Cultivated creativity, problem-solving, and teamwork among students through practical workshops.

#### Hardware Instructor( LOCUS-2023)

Pulchowk Campus | Jul 2023

- Sharing expertise and guidance to enrich participants' learning journey.
- Cultivating a supportive and collaborative atmosphere to foster skill development.
- Providing mentorship to support participants in thriving within the hardware industry.
- Offering valuable insights and practical advice during mentoring sessions.
- Empowering individuals to achieve excellence in their hardware-related pursuits.

### PROJECTS & ECA

- **Virtual Mouse Using Computer Vision:** Virtual Mouse using OpenCV and media pipe ensures mouse control through hand gestures. Skills: Python, OpenCV
- **Automatic PetFeeder:** Automatic Petfeeder and IOT device used for the timely feeding to the pets and can be controlled through a device. Skills: Arduino, Circuiting, IOT
- **Participation on LOCUS 2023,2024**
- **YANTRA 9.0:** Participated for the International Yantra Robo Soccer League organized by RAN