

# Samir Pokharel

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## EDUCATION

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### Tribhuvan University

2022 - Present

*Bachelor in Computer Engineering*

Kathmandu

- **Coursework:** Data Structures, Data Mining, Databases, Machine Learning & A.I., Software Engineering

### Trinity Int'l College

2019 - 2022

*Science (Biology with Mathematics)*

Kathmandu

## SKILLS

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**Languages :** Python, SQL (MySQL), C, C++, Java, Javascript (jQuery), HTML/CSS, pHp, TeX

**Tools :** Visual Studio, Zed Editor, JupyterLab, Git/GitHub, MATLAB, LaTeX

**Technologies :** Machine Learning, Computer Vision, Signal Analysis

## PROJECTS

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### AI-Driven Subtitle Generation using Self-Supervised Learning

- Currently developing a specialized algorithm that can properly represent Nepali speech into respective Devnagari transcripts using self-supervised learning paradigm
- **Language:** Python

### Comparative Study of Object Detection Models using Fast Fourier Transform

- Modified AlexNet and InceptionvV1 internally to implement fast-fourier transformation algorithms to boost their individual image detection and recognition for pneumonia detection among three classes.
- **Language:** Python

### Zelda-Inspired RPG Game

- Developed a role-playing game inspired by the famous title The Legend of Zelda using pygame.
- **Language:** Python

### Honorable Mentions

- **Online Shop System:** A simple shop/inventory system developed using C++
- **Waste Detection System:** An object detection model trained on images of different biodegradable and non-biodegradable wastes to detect and segregate them. Project developed as a team for Hackathon-2024

## EXPERIENCE

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### Hamrobazaar Student Partnership Program

2023

Kathmandu

- A participation award for the seminar conducted by Hamrobazaar in Advanced College of Engineering and Management, Kathmandu

### Aarambha 2024 PROTOBYTES (Hackathon)

2024

Kathmandu

- A participation award for joining the 36-hour hackathon conducted in Advanced College of Engineering and Management, Kathmandu

## LANGUAGES

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- Nepali
- English

## HOBBIES

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- Drawing
- Playing Video Games
- Programming