

JOSHUA SHRESTHA

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Passionate student pursuing a software internship with rapidly developing technical skills and innate leadership abilities

Skills

PROGRAMMING LANGUAGES

Java
C
MIPS
HTML/CSS
Python

TOOLS

Excel
Photoshop
Git

COURSEWORK

Foundations of Programming
Computer Organization
Multivariable Calculus
Data Structures
Data Models and Inference
Linear Algebra

Education

University of North Carolina at Chapel Hill
B.S. Computer Science 2020
Statistics Minor
GPA | 3.37

Employment

Town of Chapel Hill

Open Data Intern

Chapel Hill, NC
May 2018 to Current

- Worked with Twitter's API to automate data extraction from Twitter feeds
- Developed Google Analytics scripts to store aggregate data of the Town's website activity
- Implemented Python logging scripts to efficiently convert JSON into CSV for data analysis
- Managed all files and updates through Git to maintain version control

UNC OASIS

Student Computer Support Technician

Chapel Hill, NC
Sept. 2017 to Current

- Provided systems administration solutions to departments, programs, and faculty
- Served as liaison between departments and other IT groups on campus.
- Used knowledge of relational databases such as MySQL to manage the CS department's inventory

Projects

Sentiment Analysis | TextAnalysis.io

Dec. 2017 to Jan. 2018

- Used TextBlob with Python to process given text
- Implemented a Naive Bayes classifier trained on movie reviews
- UI Work with HTML, JavaScript, and CSS to make the tool accessible to anyone
- Managed all files and updates through Git to maintain version control

Metrics Matter | Carolina Analytics and Data Science

Sept. 2017 to Current

- Designed a flexible and adaptive curriculum to teach techniques of data science using Python
- Contributed in weekly workshops guiding the student's step by step through the curriculum
- Oversaw projects to analyze UNC Office of Energy Management utility data

Dijkstra's Algorithm | COMP 410

Fall 2017

- Designed and wrote program to calculate the shortest paths between nodes in a graph in Java
- Heavily invoked object-oriented programming concepts as well as data structure knowledge
- Created data structures such as DiGraph, Binary Heap, and Node to complete the algorithm

KMP Dreams of Sushi | COMP 401

Spring 2017

- Wrote 83 class Java program where user competes to maximize profit from sushi sales
- Heavily invoked object-oriented design to ensure an efficient interaction of abstractions
- Created an interactive user interface for user to manipulate variables within the program

Activities

GE Girls Camp · Camp Instructor

July 2018 to July 2018

- Led a week-long camp with a focus on teaching STEM topics to middle school girls
- Created curriculum and organized experiments to engage about 30 students
- Taught basic programming concepts and practical applications using Scratch

UNICEF at Carolina · Public Relations Chair

May 2017 to Current

- Managed all social media and listservs to advertise club events and UNICEF information
- Spearheaded publicity campaigns on campus to reach a wider audience
- Organized benefits and fundraisers to increase the club's resources

CS Department · Student Ambassador

Jan. 2018 to Current

- Served as liaison to visiting business professionals and companies
- Conducted department tours for new students, schools, companies, and guests
- Worked with diverse populations and provided tips on being a successful student