Kiran **Adhikari**

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Skills

Languages	Python, Java, JavaScript, C/C++, SQL, HTML, Haskell, Golang	**Testing**	JUnit, Selenium, Cucumber, Mockito, Robot Framework, Jenkins, BDD, TDD, Kubernetes
Frameworks	Spring Batch, Apache POI, Qt Creator	**Other**	MongoDB, Mongoose, NodeJs, npm, Unreal Engine 5, Unity
Version Control	GIT, Sublime Merge, TortoiseVPN		
IDE	VS Code, Eclipse, IntelliJ, Atom		

Experience

Ross Video Ltd. — May 2025 – Current
Software Developer
– Contributed to the successful **upgrade** of the codebase from **Java 8** to **Java 21**, improving **performance**, **security**, and utilizing modern language features

Carleton University — Sep 2024 – April 2025
Teaching Assistant — Programming Paradigms (COMP 3007)
– Assisted professor with teaching **Haskell** and grading student assignments and quizzes

Ross Video Ltd. — May 2024 – Aug 2024
Software Developer — Full Stack Co-op
– Implemented robust error handling mechanisms to manage **oAuth** failures and incorrect login credentials for DashBoard using **Java**, **REST API**, and **oAuth 2.0**, enhancing **user experience** by providing clear and actionable feedback
– Enhanced the application's **security** and usability by ensuring **secure access delegation** and guiding users through potential error pop-ups

Ross Video Ltd. — May 2023 – Aug 2023
Software Developer — Full Stack Co-op
– Developed a robust **XML** processor leveraging **Java**, **Spring Batch**, and **Apache POI** library in **IntelliJ** to efficiently extract the metadata and generate an Excel output file for hundreds of devices connected to DashBoard

Ross Video Ltd. — Sep 2022 – Apr 2023
Software Developer — Device Simulation Co-op
– Developed camera pan/tilt/zoom simulation in **Java** for the **Sony BRC-H900** camera using **Sony Visca Over IP protocol** in **Eclipse** which allowed testing in Dashboard, a remote control and monitoring software for Ross Video products
– Extended a disaggregated to support large **JSON** device models and implemented lexical ordering for a disaggregator that splits a singular JSON file into a file system using **JavaScript**

Projects

Selenium Automated Interactive Web Game — Sep 2024 – Nov 2024
– Developed an interactive web-based card game leveraging a **Java** back-end for game logic and **JavaScript** front-end enabling user interaction.
– Implemented **Selenium** to drive the front-end **automated testing** and validate integration between the front-end and back-end components.
– Designed a scalable architecture utilizing **Spring Boot**, **Node.js**, and **RESTful API** endpoints.

Neureset Device Simulator — Jan 2024 – Apr 2024
– Designed and implemented a C++ application using Qt Creator to simulate and manage EEG waveforms during therapy sessions
– Engineered a **centralized control system** to enhance efficiency by utilizing streamlined data storage, display, and historical session review for effective therapy management
– Enhanced **user experience** by creating an effective and easy-to-use interface with features such as **real-time data** adjustments and visual and audio cues during treatment

Education

Carleton University — Sep 2021 – 05/2025
Bachelor of Computer Science Honours

– Dean's Honor List (2021, 2024), Faculty Scholarship (2020, 2021, 2024)
– Award of Excellence for International Students (2021)
  Relevant Courses: Object-Oriented Software Engineering, Real-Time Concurrent Systems, DBMS, Design and Analysis of Algorithms, RTOS, Human-Computer Interaction, Quantum Computing and Information, Software Quality Assurance