

Krishant Timilsina

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PROFILE SUMMARY

Software Engineer with 2+ years experience in full-stack development and AI-driven solutions. Proven expertise in modern web technologies, team leadership, and delivering scalable applications. Strong foundation in algorithms and system design.

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C/C++, Dart

Technologies: React.js, Next.js, Django, FastAPI, Flutter, HTMX, Docker, Linux

EXPERIENCE

Full Stack Web Developer (Contract)

Lelapa AI

January 2025 - Current

- Design and implement modern frontend solutions using appropriate front-end frameworks/technologies (HTMX, AlpineJS and ReactJS)
- Implement secure authentication and authorization flows for API key generation, rotation and access control.
- Co-manage the technical platform delivery by suggesting approaches and identifying key factors to guide technical development.

Software Engineer (Part Time)

Himalayan Green Pvt. Ltd.

December 2024 - February 2025

- Build, fix, manage, deploy and monitor himaligreen.com's web and mobile platform including backend.

Python Developer

Sandbox Software Pvt. Ltd.

October - November 2024

- Automating business tasks using Computer Vision.

Frontend Developer (Freelance)

Lelapa AI

August - December 2024

- Worked on demo day apps using Next.js.
- Integrated existing AI services like transcribe, translate etc. to a demo use case inside the app.

EDUCATION

Bachelor of Engineering, Computer Engineering | Pulchowk Campus

2022 - Current

- Ranked in the top 0.8% of 13,000 applicants in the entrance exam
- Final Project: Dual Verifiable Framework for Federated Learning Systems
- Relevant Coursework: AI, DBMS, OS, OOAD, Software Engineering, DSA, Computer Graphics, Computer Networks, Distributed Systems, Big Data Computing

PROJECTS

Voxel Engine

A Minecraft-like game engine to render 3d world

github.com/krishantt/voxel_engine

- Developed a Minecraft-like 3D rendering engine with efficient voxel mesh and shading techniques.
- Rendered real-time chunks of voxels to simulate large worlds for a game environment.

Chess

A multi-platform, multiplayer Chess game.

github.com/bigya_01/chess_rl

- Built the logic and AI for chess.
- Programmed the UI using the SMFL graphics library.

Grapher-C

A 2d graph plotter in C

github.com/krishtimil/grapher-c

- Built the GUI system to add and plot the equations using raylib.

LEADERSHIP EXPERIENCE & ACTIVITIES

PDSC

Coordinator

August 2022 - May 2025

- Led a team of 50 to organize 10+ events, including workshops, with 300+ attendees.
- Initially worked as a general member for the first year, and Creative Lead for the next year.

IEEE Pulchowk Student Branch

Technical and Software Lead

April - December 2024

CERTIFICATIONS

Machine Learning Specialization (*Coursera*)

Feb 2023

Microdegree in AI, Machine Learning (*Fusemachines*)

Mar 2023

Microsoft Certified: Azure AI Fundamentals (*Microsoft*)

Feb 2023

AWARDS

Best Presentation | *Mobile Reuse Hackathon*

Sep 2024

2nd Runner Up | *MBM Ideax Hackathon*

Sep 2023

Best Idea Award | *UxCam CodeCamp*

Jan 2023

Best Presentation Award | *Lecathon*

Dec 2022