






NISCHAL NEUPANE

Machine Learning Engineer

 nneupane2  neupanenischal1@gmail.com  lulrai  (+31) 068 488 0710  Enschede, Netherlands

EXPERIENCE

Machine Learning - Graduate Intern

ASML

 April 2023 – October 2023  Veldhoven, Netherlands

- Utilized KNIME and Azure Databricks for data processing and model training to predict a next-error event with over 90% accuracy using a Transformer model.
- Found validated root causes of an error event through the use of Layerwise Relevance Propagation to understand the relevance of the input data.

Software Engineering Assistant

DEMCON Convergence

 Feb 2022 – Feb 2023  Enschede, Netherlands

- Developed frontend and backend software for embedded systems in microfluidics using QML, C++, and JavaScript.
- Created unit tests and hardware tests to ensure a seamless and intuitive user experience.

Junior Data Scientist

The Buckle Inc.

 Aug 2020 – Jun 2021  Omaha, Nebraska, USA

- Implemented a pre-trained "word2vec" machine learning model for product recommendations and for big data integration within the checkout system.
- Performed A/B testing on the recommendations generated by the implemented models.

Software Developer Intern

WeCare Insurance

 Aug 2020 – May 2021  Omaha, Nebraska, USA

- Scraped insurance policy data from HTML forms using Java and Selenium.
- Stored parsed data in a SQL database and relayed it to other clients asynchronously.

PROJECT

LoTRO Data Extractor

- Developed a character tracking system for the MMORPG game "Lord of the Rings Online" using Python and Pymem library with asynchronous syncing of the game data with MongoDB database and discord bot, creating a seamless user experience.
- Reverse-engineered the game client using HexRays IDA and HexEdit to retrieve memory pointers containing useful assets and data.

Cubic Bot

- Developed a Discord bot written in Java using Maven framework that integrates with the internal servers of the game Cubic Castles to provide real-time information about the game, such as crafting and item searching.
- Utilized API calls and parse the response data to provide accurate and up-to-date information to the users and deployed the bot on GCS to ensure seamless performance and accessibility to users.


ABOUT ME

A results-driven computer science professional proficient in Java, C++, Python, and machine learning. I have a strong track record of working on complex projects, collaborating with teams, and delivering high-quality results. I am always eager to learn and expand my skill set, and I do not shy away from challenges.

STRENGTHS


- Hard-working
- Collaborative
- Team Player
- Problem Solver
- Logical & Strategic Thinker

LANGUAGES

English 
Nepali 
Hindi 
Spanish 

PROGRAMMING

Skills that represent my ability the best:

Python 
RESTful APIs 
Java 
C, C++, C# 
React 
TypeScript 

Git 
AWS/GCS 
Agile 
CI/CD 
Docker 
Jenkins 

EDUCATION

M.Sc. in Data Science
(CGPA 8.0)

University of Twente, Enschede, NL

 Aug 2021 – Ongoing (Expected: Oct 2023)

B.Sc. in Computer Science
B.Sc. in Mathematics
(CGPA 9.4)

University of Nebraska-Lincoln, Lincoln, NE,
USA

 Aug 2017 – May 2021