MANAS KHADKA

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EDUCATION

Stanford University, Stanford, CA Expected Graduation: June 2024

- Bachelor of Science, Computer Science | GPA: 3.9/4.0
- Relevant Coursework: Principles of Computer Systems, Design and Analysis of Algorithms, Computer Organizations and Systems, Mathematical Foundations of Computing, Linear Algebra & Multivariable Calculus

EXPERIENCE

Carta Back End Developer, *Stanford University* | C#, .NET, PostgreSQL, Docker **March 2022 – Present**

- Created intake scripts to populate and update backend storage with Docker configured servers for Carta, a course review platform used by 95% of Stanford undergraduate students

Undergraduate Researcher, *Stanford HCI Group* | Python, JavaScript, Node.js, MongoDB **June 2021 – Present**

- Developed a moderation tool using the Discord API to research how non-removal based moderation tools can help shape online communities. Aggregate userbase of over 50,000 users
- Created a robust backend system tracking user and server settings, storing personal front-end facing user information and usage data for quantitative analysis
- Conducted interviews and discussions in moderation practices with online moderators as well as leading researchers

Project Lead, *Stanford DAMS* | Python, R, Mapbox, MongoDB **January 2021 – Present**

- Worked with Climate Cabinet, a non-profit organization, in creating the Climate Cabinet Scorecard, the first national tool to hold state legislators accountable for their climate voting records.
- Developed visualizations to map out awarded projects for the Solutions for Congested Corridors, Trade Corridor Enhancement, and Local Partnerships (Competitive) Programs using Shiny and Leaflet in R

PROJECTS

Personal Discord Chatbot | Discord, Python, MongoDB

- Built a multi-purpose chatbot for private usage using the Discord API.
- Incorporates public APIs and web scraping for weather, wikis, and urban dictionary.
- Features a card collecting game with inventory, an in-game economy, and player-to-player trading

Project Astra – VR Simulation, CS11SI Project| Unity, C#, XR, Blender

- Designed and implemented a VR simulation in which the user explores a space station and solves puzzles in a zero-gravity 3D environment

Stanford Shell, CS 110 Project | C++

- Built a robust, fully functional Linux shell through pipes, signals, and I/O redirection

LEADERSHIP

Financial Officer, *Stanford DAMS* **January 2021 – Present**

- Managed general funds and reimbursements for events, publicity, and resources.
- Wrote grants to secure funding for future cycles of club projects and activities