Swornim Prabin Chhetri

801-577-1866 swornimpchhetri@gmail.com linkedin.com/in/swornimchhteri/ github.com/neem-41

Computer Science student looking for employment opportunities in software engineering, machine learning.

Education

Westminster College **Aug 2018 – May 2022**

Bachelor of Science in Computer Science and Mathematics *Graduating Summa cum laude*

GPA: 4.0, A&S Outstanding Student of the Year award for Computer Science and Mathematics (2022)

Technical Skills

Programming Languages: Python, Java, HTML/CSS, JS, C, Bash, Git, R
Developer Tools: VS Code, PyCharm, R-Studio, Jupyter notebook

Work Experience

IT Technician **March 2021 – Present**

Westminster College *Salt Lake City, UT*

- Managed laptops, monitors, computer, etc at the IT Department and ensured the inventory is up-to-date using Jira
- Assisted students and staffs to troubleshoot problems regarding password lockouts, emails, etc

Computer Science Teaching Assistant **Jan 2021 – Jul 2021**

Westminster College *Salt Lake City, UT*

- Graded assignments and provided constructive feedback to promote student learning
- Facilitated one-on-one or group sessions to help students understand and apply object oriented concepts

Undergraduate Research Assistant **May 2020 – Aug 2020**

Westminster College *Salt Lake City, UT*

- Developed a neural network-based object detector in Python to automate population counting of pelicans in Gunnison Island
- Utilized PyTorch to implement transfer learning on a Faster R-CNN neural network that reduced the training time of the network by 50%
- Fitted a Poisson regression model to predict the future population of pelicans based on the result from the network
- Utilized pandas and openCV libraries to produce visual and numerical statistical analysis based on the fitted model

Projects

Air Canvas | *Python* **Jan 2022**

- Developed a hand detection application using openCV that translates hand movement to lines on a virtual whiteboard
- Created a fully mouse and keyboard free graphical interface with functionalities like clearing screen, changing ink colors

Pacman with Artificial Intelligence | *Python* **April 2021**

- Designed two Pacman agents – one using reinforcement learning and the other using neural networks
- Created policies for Atari 2600 Pacman from openAI to apply temporal difference learning
- Created a Deep Q-Network using Pytorch for the pacman agent with neural network to maximize rewards for faster learning

Story Completion Spell Checker Game | *HTML, JS, CSS, Java* **April 2021**

- Developed a full-stack web application using Java, HTML, CSS and JavaScript
- Used CSS and JavaScript to create a drag and drop frontend interface with low learning curve for the target users
- Created Relational DB Schema for the app to link each game with a user for easier search queries

Relevant Coursework

- Data Structures
- Algorithms
- Operating Systems
- Computer Architecture
- Artificial Intelligence
- Database Management
- Machine Learning
- Software Engineering

Honors and Awards

Awards: Presidential Scholarship (2018-2022), Flying J Management Scholarship(2020)
Honors: Dean's List (2018, 2019, 2020, 2021)