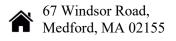
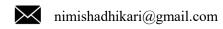
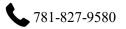
# Nimish Adhikari







## **EDUCATION**

Tufts University, Cumulative GPA: 3.81/4.00 Medford, MA

Candidate for *Bachelor of Science* in Computer Science and Applied Mathematics

Class of 2020

### **PROJECTS**

Github: https://github.com/nimishadhikari

Lifemap: <a href="http://lifemap20.herokuapp.com/">http://lifemap20.herokuapp.com/</a>

Calendar heatmap generator webapp

- Worked with Google Maps and Calendar API to generate a heatmap based on locations marked in your calendar
- Used Node.js with MongoDB to create web server to calculate data like average sleep-times from Google Calendar, and store them for visualizations

Space Chef: <a href="https://www.youtube.com/watch?v=-5q\_hoX0ggY">https://www.youtube.com/watch?v=-5q\_hoX0ggY</a> (Trailer)

VR Cooking Game for the HTC Vive

- Designed game objectives, mechanics and implementation, along with theme and story
- Created interactive VR scripts in C# for zero gravity movement, picking objects and event triggers
- Created models and scripts for game objective goals using Unity and Maya

Dumpster Dive: https://github.com/JamaicanMoose/GameDesign DumpsterDive

Puzzle Game for the PC

- Designed the game objective and created C# scripts for win condition and score keeping
- Designed models for the game objects in Maya

### **EXPERIENCE**

Tufts University Medford, MA

Teaching Assistant – Game Design

8/2018 - Current

• Wrote scripts for class presentations, helped students with Unity implementations and graded their assignments

## SEBS Earthquake Relief Project

Kathmandu, Nepal

Administrative officer

4/2015 - 4/2016

- Received donations, and recorded all transactions, as well as worked with a team on the budget
- Communicated with different civil organizations, including the Nepali Army and Air Force to help with logistical support
- Negotiated with vendors and businessmen for deals on products, kept track of inventory and made sure goods were delivered on time

## **RELEVANT COURSEWORK**

Web Programming, Game Design, Probability, Nonlinear Dynamics and Chaos, Linear Algebra, Number Theory, Data Structures, Machine Structure and Assembly, Real Analysis, Statistics, Algorithms, Programming Languages

#### **SKILLS & INTERESTS**

Programming: C, C++, HTML/CSS, C#, MATLAB, JavaScript, Python, Google Maps API, Google Calendar API, Node.js, MongoDB

Skills: Unity, Autodesk Maya, Microsoft Excel, Word, FL Studio, Adobe Flash, fluent in Nepali and Hindi. Interests: Deep Learning, Parallel Computing, Compilers, Multi-threaded Programs, Dynamic Modeling Systems