PRASANNA MUNI TULADHAR

OBJECTIVE:

My concern is to learn and gain as much knowledge as I can. I want to be the best in the work I do and don't like to compromise with the result.

PERSONAL DETAILS:

Full Name: Prasanna Muni Tuladhar

Date of Birth: 1993-07-09

Gender: Male

Marital Status: Unmarried

Nationality: Nepali

Permanent Address: Keltole-27, Ason Kathmandu

Temporary Address: Nayabazar, Kathmandu

E-mail: prasanna.pmt@gmail.com

Phone: +977-9849211431

Languages: Nepali, English, Hindi and Newari

ACADEMIC QUALIFICATION:

Course Title	Institution	Passed Year	Remarks
School Leaving Certificate(SLC)	Nava Jyoti Higher Secondary School, Kathmandu	2009	First Division
10+2	Prime College, Khusibu	2011	First Division
Bachelor in Computer Engineering (B.E)	Advanced College of Engineering and Management, Kupondole	Awaiting Result	

TRAININGS AND ACHIEVEMENTS:

- Secured first position in "Robo Akhada" Made in Nepal Expo- 2070 organized by Robotics Association of Nepal on February 2014.
- Best Design Award in Autonomous Robotics Challenge "SANITIZING KATHMANDU" held on 15th
 June 2013 by Advanced Robotics Club.
- Attended three days ATmega 16/32 Micro-Controller Workshop organized by Advanced Robotics Club in May 2013.
- Worked as member in Project Association Of Computer and Electronics (PACE) at Advanced College of Engineering.
- Participated in Thematic Software Competition (Startup) organized by Locus 2015.
- Participation in two day seminar conducted by Technical Students Association Nepal (TSAN) on January 2013.
- Participated in Tech Bihani Software Competition (Startup) organized by Project Association Of Computer and Electronics 2015.
- Participated in Military Science and Technology Competition –I

AREAS OF KNOWLEDGE:

- Familiar with working in Unity Game Engine, Blender.
- Familiar with designing robots with ATmega 16/32 Micro-Controller.
- Basic knowledge of MySQL database.
- Familiar with web design using HTML, CSS, Bootstrap and Java script.
- Basic knowledge of C, C++ and C# programming language.
- Familiar with working on Dreamweaver, illustrator and Photoshop.
- Basic Knowledge of Laravel framework of PHP.

PERSONAL SKILLS:

- Creative and eager to learn new technology
- Active team player and self-starter
- Excellent verbal and written communication skills in Nepali and English
- Leadership, intelligent, punctual, hardworking and responsible

PROJECTS:

Nepali Tulke

Description: Nepali Tulke is graphically rich 2D game. The game was developed using Unity game engine with C# as programming language. The most of graphical component was designed using Photoshop and illustrator.

Role: Graphical component designer, coder and tester

Environment: Unity Game Engine with C# programing language.

Project 8848

Description: Project 8848 is First Person Shooter 3D game. In this game a player can experience different part of Nepal . The final destination will be Mt.Everest hence the name suggests its height "8848" which recognize the name of game. The game was developed using Unity game engine with C# as programming language. The most of graphical component was designed using Blender.

Role: Graphical component designer and Coder in C#

Environment: Unity Game Engine with C# programing language.

• Line Tracking Robot

Description: It is a line tracking robot which follows white lines.

Role: Programmer Technology: ATmega 16 micro controller

Robo Akhada

Description: It is the remotely controlled fighting robot.

Role: Designer Technology: Mechanical and electrical

PERSONAL SUMMARY:

I am a bright, talented, ambitious and self-motivated person with a ready-to-learn attitude who possesses self-discipline and the ability to give the best performance. I am a good learner who can absorb new ideas and can communicate clearly and effectively. Currently looking for an opportunity to join a dynamic, ambitious, growing company and forge a career as a first class engineer.

REFERENCES

Pradip Ratna Sthapit
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