Rabins Kathariya
Kailali, Nepal

✉ [insrab464@gmail.com]

🌐 GitHub: [Your Repositories]

Professional Summary

Enthusiastic and detail-oriented Python developer with basic knowledge in data analysis, computer vision, and game development using Pygame. Proficient in libraries such as Pandas, NumPy, Seaborn, and OpenCV. Passionate about building interactive applications and continuously learning in the field of artificial intelligence and machine learning.

Skills

- **Programming Languages:** Python
- **Libraries & Frameworks:** Pandas, NumPy, Seaborn, OpenCV, Pygame
- **Game Development:** Pygame, Unity (Beginner)
- **Tools:** Git, Jupyter Notebook, Visual Studio Code(Vs code), Visual studio 2022
- **Soft Skills:** Problem-solving, Team collaboration

Work Experience

Freelance Python Developer – *Fiverr*
Remote | 2024 – Present

- Provided data manipulation, cleaning, and visualization services using Pandas, NumPy, and Seaborn
- Developed Pygame-based mini-games for clients, including Snake and Car racing games
- Delivered clean and well-documented code with clear instructions for deployment

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Projects

Snake Game – *Pygame*

- Built a fully functioning Snake game with score tracking and collision detection
- Implemented real-time updates and smooth user controls

Car Game – *Pygame & Unity*

- Collaborated with a team to develop a vertical racing game featuring player and enemy cars
- Integrated music, scoring system, and smooth user controls

Data Visualization Portfolio

- Created multiple basic data insights dashboards using Seaborn and Pandas

Computer Vision Projects

- Developed simple computer vision applications using OpenCV
- Applied techniques like object detection and image manipulation

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Education

[Computer Engineering (9-12)]
[Shree Mahunyal Secondary School], Nepal

Languages

- Nepali – Native
- English – Intermediate (currently improving speaking skills)