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| **CURRICULLUM VITAE** | |
| **Name**  **ARJUN SAPKOTA**  **Permanent Address**  Jaubari 04, Gorkha  **E-Mail**  [rockerarzun@gmail.com](mailto:rockerarzun@gmail.com)  **Mobile**  00977-9851297766  **Date of Birth**  2050/02/19  **Sex**  Male  **Marital Status** Unmarried  **Nationality**  Nepali  **Hobbies**  Reading  Playing  Travelling | **Career Objective**  “To increase my skills in the best possible way for achieving the company’s goals”  **Education**  Degree/Qualification : Bachelor of Computer Engineering  Institution : Nepal College of Information Technology Balkumari Lalitpur  : weating for final result  Major Subjects: Data Mining, Software Design, Electronics, Mathematics, Big Data, Communication and Network etc.  Degree/Qualification : +2 in Science  Institution : The Rehdon higher secondary school  Major Subjects: Physics, Chemistry, Mathematics  Degree/Qualification : SLC  Institution : The old capital higher secondary school  **Training & Experience**   * Java training class for 2months * CCNA training class for 2 months * Data mining, Big data * Python and Django class for 2 month (Running)   **Computer language**   * C, C++, java, C#, .Net, python & Django * A brief knowledge on Mat lab, R programming, Visual studio   **Areas of Interest**   * Computer programming and networking. * Data mining, big data, machine learning, python ,Django   **Languages Known**   * English, Nepali, Hindi   **Personal Strengths**   * Self-motivated, team player, independent, enthusiastic to learn new things, ability to quick learn and develop * Good programming language skills   **Project Works**   * Balance 3D Game (Minor Project): We develop a 3D game. A rolling ball move in a developed platform and eats cubes. We also develop a cross level based in certain interval. Finally, system give score based on the performance. Language used: Unity 3D * Virtual Nepal 3D Game (Major Project): In major project, we extended our previous minor project Balance 3D game by adding more local environment like Bhaktapur, Kathmandu and other places and given different environment for player. Language used: Unity 3D * Event Recorder System: It is time event interaction system. We trace event and time on that time length and displayed. * Document Ranking (Data Mining Project): In this projects, we rank the documents based on user’s query using cosine similarity and weighted are calculated using Term Frequency(TF) and Inverse Document Frequency(IDF) methods. Language: Java   **REFERENCES**   1. Mr. Saroj Shakya, Associate Professor, NCIT, Pokhara University   Email: saroj@ncit.edu.np   1. Mr. Suresh Pokharel, Assistant Professor, NCIT, Pokhara University   Email: [suresh@ncit.net.np](mailto:suresh@ncit.net.np)   1. Uttam Adhikari , Business Development Director,   Email: [www.broadwayinfosys.com](http://www.broadwayinfosys.com)   1. Kumar pudasaini ,Assistant professor ,NCIT ,Pokhara University   Email: Kumar.pudasaini@gmail.com   1. Git hub profile Mr. Arjun sapkota , NCIT , Pokhara, university   https://github.com/rockerarjun |