# ROJAN RAYASKHETRI

9827059870

rojanrayaskhetri@gmail.com

www.rojanrayaskhetri.com.np

#### **EDUCATION**

Kantipur City College Purbanchal University Bachelor of Information Technology(BIT) 2021- Current

Vishwa Adarsha Academy Physics 2019-2021

#### **KNOWLEDGE**

Photoshop Video Editing Database CODING

User Interface

**User Experience** 

#### **TOOLS & TECHNOLOGIES**

Canva Adobe Photoshop Figma Adobe Express

# **PROGRAMMING LANGUAGE**

C, C++ JavaScript PHP Java Python

#### FRONTEND FRAMEWORKS

Familiar with React and Bootstrap

# **SOCIAL LINKS**

https://www.linkedin.com/in/rojan-rayaskhetri-03825b371

https://github..com/rojalxyz

#### **ABOUT ME**

I am a curious and motivated BIT student at Kantipur City College, currently in my 7th semester. I enjoy combining technology and design to create user-friendly digital solutions. I am passionate about UI/UX design, full-stack development, and new technologies like AI and data science. I keep learning and building through projects that improve my problem-solving and coding skills. I am now looking for an internship to gain real-world experience, contribute my skills, and grow as a tech professional.

# **ACADEMIC PROJECTS**

# <u>HealthCare</u>

2025

Designed and developed a comprehensive health care web platform enabling users to book appointments, interact with doctors via chat, upload medical reports, and access Al-driven symptom analysis and guidance. Integrated user authentication, MySQL database, and real-time communication using Flask and Socket.IO to streamline digital health services.

# <u>RentWheels</u>

2024

Designed and developed a responsive car rental platform focused on enhancing the user experience through intuitive UI/UX. Streamlined the vehicle booking process using clean layouts and user centered design principles.

# <u>Restaurant Billing System</u>

2024

A Java-based restaurant billing system with GUI that calculates totals, generates bills, and streamlines the billing process in a restaurant environment.

#### Dino Run Game

2023

A simple single-player Dino Run game built using C++. The dinosaur jumps over obstacles, and the game speed increases as the player scores more points.