SANAD J THAPA

Portland, OR, 97230

CONTACT

sanadtm@gmail.com
503-442-8830
LinkedIn
Portfolio
GitHub

EDUCATION

Bachelor of Science in Computer Science

Portland State University

Sept 2018 - Dec 2022 GPA: 3.28 Expected Graduation Dec 2022 Associate of Science - 2018 Portland Community College 2015 – 2018

Technical and Programming Skills

C++, C, JavaScript, AEM, Java, RUST, React, Sails JS, Node JS, MongoDB, Mocha, HTML, Chai.js, CSS, MySQL Video/Photo Editing

Relevant Courses

Operating System
Data Structures
Software Development Cycle
SQL and Non-SQL Databases
Discrete Structures
Programming Systems
Web Development
Object-Oriented Programming
Front End Web Development

CAREER OBJECTIVE

Passionate Computer Science Senior Student looking for Entry Level role where I can grow and learn from other experienced team members as well as learn, upskill, and acquire skills that can shape me as a valued professional.

WORK EXPERIENCE

- Software Application Development Engineer (Intern), Intel Corporation (2022 Jan current)
 - Collectively worked on improving Intel.com Web development Space as a Part of the Customer Experience Team.
 - Built a microservice to offload functionality from intel's enterprise server into a Nodejs microservice which helped reduce the load from intel's enterprise servers.
 - Participated in Agile Software Development method and participated in daily SCRUM meeting and kept track of assignments using Jira.
 - Actively participated in code deploying and provided support to the team during deployment.
 - Participated in mentoring three new interns and ramping them up to speed on intel.com infrastructure.
 - Mentored new interns by reviewing their Code as well as training them with the internal code framework and unit testing.
 - Created a java servlet for Adobe Experience Manager Content Management System to fetch the required data.
 - <u>Tools/Skills used</u>: Adobe Experience Manager (AEM), Jira, Nock, Node.js, Sails.js, MySQL, Chai.js, Mocha, JavaScript, GitHub, stored procedure, and Java.

II. Linehaul Coordinator, FEDEX (2019 Dec to 2021 Dec)

Responsible for setting up, overseeing, and supervising all aspects of the FedEx Logistics linehaul operation and monitoring facility reporting metrics related to service, safety, cost, and quality daily.

Relevant EXPERIENCE / Projects

- I. Computer Vision and Machine Learning (Software Dev Capstone Project) (June 2021 December 2021)
- Trained an Image Classifier for an Oregon Based Video Processing company Sightline applications to identify cars and Humans.
- Put together a dataset of images, cleaning it, and modifying the raw data to fit the dataset used for the training model by retuning, and retesting the Image classifier.
- Participating and brainstorming in weekly SCRUM team meetings with a team of 6 members on machine learning to discuss our approach on problem solving.
- II. Full-Stack Development (Software Dev Class Projects 2021 2022)
- Chat App (MERN Stack) Built frontend and backend for an instant messenger chat app using MongoDB, Express, React, and Node JS that allowed users to create accounts and verifies them using authentication and allowed attendees to chat with each other. This app is limited in functionality which utilizes socket.IO.
- Guess the word Game (socket.IO) Built a Nodejs, Socket IO-based game where
 more than one player can get into a chat room to play the Guess the word to earn
 points to win. This app is limited in functionality but utilizes Socket IO's real-time
 communication.
- Currency exchange App (Chart.JS) Built a currency exchange app that fetches
 data from currency API and utilizes chart.js to visualize each of them animated and
 customizable bar, line, or pie chart.
- Google Maps Platform 101 (Google Map API) Added a Google Map to my website by using Map JavaScript API from google which enabled me to use the feature of google maps to track my favorite places located near me.

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Soft Skills

Collaboration
Team Player
Research
Problem-Solving
Bilingual Communication

Relevant EXPERIENCE / Projects

III. **2D UI Development** (Software Dev Class Project - March 2021 – June 2021)

I was part of a team of 4 people to build a Caro/Gomoku Game using RUST. We practiced the SCRUM and agile development method to develop this project and I was responsible for creating the UI for this game which is a bigger version of tick tack toe.

ACTIVITIES/ Volunteer

- Volunteer Trainer and Table Tennis Player, Portland Table Tennis Club As a member of the PTTC team, I led an initiative to mentor and coach new player and help them learn how to get started in learning table tennis.
- Video and Photo Editor (2018-2020) Experience editing video with Sony Vegas and familiar
 with material such as sound effects, graphics, and special effects to produce
 a final film or video product