

SANAD J THAPA

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CONTACT

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EDUCATION

Bachelor of Science
Computer Science Portland
State University
Sept 2018 - current
GPA: 3.12
Expected Graduation JULY 2022

Associate of Science - 2018
Portland Community College
2016 – 2018

Technical and Programming SKILLS

Languages:
C++, C, Java
JavaScript, RUST
Node JS, MongoDB
HTML, CSS, SQL

Relevant Courses

Operating System
Data Structures
Software Development
SQL and Non-SQL Databases,
Discrete Structures
Programming Systems.

CAREER OBJECTIVE

Passionate Student Software developer looking for internship/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 in this field and show my contribution to the company.

PROJECTS

Skyline Classifier (Software Dev Capstone Project – On-Going)

June 2021 - December 2021

- Building an Image Classifier for an Oregon Based Video Processing company Sightline applications to identify the correct object with a 95% accuracy rate.
- Participating and brainstorming in weekly team meetings with a team of 6 members on machine learning to train our classifier to identify the objects
- Putting together a dataset of images, cleaning it and modify the network to fit the dataset and training the Image classifier, retune and retest it to get the accuracy of 95% or above.

Instant Messenger APP (Class Project)

Jan 2021 - March 2021

- Built a native instant messenger app for a class project using software development cycle and MERN STACK that allowed a party to create a chat room that allowed attendees to chat with each other.
- Utilized Socket IO's real-time communication between client and server to build an interactive, chatting System.
- Used: MongoDB, Express, React, NodeJavaScript (MERN STACK)

XV6 Operating System (Class Project)

Jan 2021 - March 2021

- Built a Multi-Level Feedback Queue scheduler for xv6 Operating System.
- Implemented system call requests for service where a program makes of the kernel Using Xv6 Linux OS and C

CARO game (Class Project)

March 2021 – June 2021

Put together a team of 4 people to work on a class project where we will be building a Caro Game using RUST. We build Caro game to practice the SCRUM software development method to develop this project using RUST programming

ACTIVITIES

- Table Tennis Player and Trainer at 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 and as well as give them advice on what equipment to use.