

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: 3.23

Expected Graduation June 2022

Associate of Science - 2018
Portland Community College
2015 - 2018

Technical and Programming Skills

C++, C
Java, RUST
Node JavaScript, MongoDB
HTML, CSS, SQL
Video/Photo Editing

Soft Skills

Collaboration/Team Player
Research/Problem-Solving
Bilingual Communication
Personal Accountability

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 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.

Relevant EXPERIENCE / Projects

I. Computer Vision and Machine Learning (Software Dev Capstone Project)

June 2021 - December 2021

- Training an Image Classifier for an Oregon Based Video Processing company
- Sightline applications to identify the correct objects.
- Putting together a dataset of images, cleaning it, and modifying the network to fit the dataset and training, retuning, and retesting the Image classifier it to get the accuracy of 95% or above.
- Participating and brainstorming in weekly team meetings with a team of 6 members on machine learning to discuss out approach.

II. Full-Stack Development

Jan 2021 - March 2021

- Built frontend and backend for an instant messenger app for class project using MongoDB, Express, React, Node JavaScript (MERN Stack) that allowed user to create account and verifies them using authentication and allowed attendees to chat with each other.
- This app is limited in functionality but utilizes Socket IO's real-time communication between client and server to build an interactive, chatting Web Application.

III. 2D UI Development

March 2021 - June 2021

Was part of a team of 4 people to work on a class project where we will be built a Caro/Gomoku Game using RUST. We practiced the SCRUM and agile software 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.

WORK EXPERIENCE

- **Software Application Development Engineer (Intern), Intel Corporation (2022 Jan to 2022 June)** - Collaborating with a Team on improving Intel Web development Space.
- **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 and investigating potential performance issues.

ACTIVITIES

- **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.