# SANAD **J THAPA**

## Portland, OR, 97230

## CONTACT

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## EDUCATION

Bachelor of Science
Computer Science Portland
State University *Sept 2018 - current*
GPA: 3.28
*Expected Graduation Dec 2022*

Associate of Science - 2018
Portland Community College
2015 – 2018

## Technical and Programming Skills

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

## Soft Skills

Collaboration/Team Player
Research/Problem-Solving
Bilingual Communication

## 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.

## 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 to get the accuracy of 95% or above.
- Putting together a dataset of images, cleaning it, and modifying the raw data to fit the dataset used for 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.

### II. Full-Stack Development (Software Dev Class Projects 2021 - 2022)

- **Chat App (MERN Stack)**- Built frontend and backend for an instant messenger chat 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.
- **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**- Added a Google Map into my website by using JavaScript API into my app to use the feature of google maps to track my favorite places near me.

### III. 2D UI Development (Software Dev Class Project)

(March 2021 – June 2021)
I 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 - current) –** Collaborating with a Team on improving Intel.com Web development Space. **Tools/Skills used:** Adobe Experience Manager (AEM), Jira, Node.js, Sails.js, MySQL, Chai.js, Mocha, JavaScript, GitHub, and Java.

- **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.

## 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.