

SANAD J THAPA

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CONTACT

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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/ Programming Skills

JavaScript, C++, C,
Git Version Control,
Node JS, React, Sails JS,
MongoDB, MySQL, Mocha,
Chai.js, AEM, Java, RUST,
Python, HTML, CSS,

Relevant Courses

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

Interpersonal Skills

Collaboration
Team Player
Conflict handle, Research
Problem-Solving
Bilingual Communication

CAREER OBJECTIVE

Passionate Computer Science Senior Student looking for Entry Level role graduating in **December 2022** 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

I. Software Application Development Engineer (Intern), Intel Corporation (2022 Jan - current)

- As a part of the Customer Experience Team, collectively worked on improving Intel.com Web development Space by reverse engineering functionality into microservice to offload resources from intel's enterprise servers and participating in code deployment into the production.
- Built a Microservice to offload functionality** from intel's enterprise server into a **Nodejs microservice** which helped reduce the load and publish webpages faster.
- Participated in **Agile Software Development** environment and practiced daily SCRUM meetings to plan, estimate, retrospect sessions and tracked user story assignments using Jira.
- Participated in **mentoring three new interns** and ramping them up to speed on intel.com infrastructure, architecture, and internal Tools.
- Participated in **Code Reviews** of new interns to ensure a healthy codebase, all while fostering knowledge sharing and **collaboration** along with training them with the internal code framework and unit testing with high code coverage and best development practices.
- Created Java servlet using Object-Oriented method and added unit testing for it to fetch data through this endpoint for Adobe Experience Manager Content Management System.
- Tools/Skills used:** Adobe Experience Manager (AEM), Jira, Nock, Node.js, Sails.js, MySQL, Chai.js, Mocha, JavaScript, GitHub, Stored Procedure, Nock, 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. 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's.
- 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.
- 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.

II. 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.

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 Editor (2018-2020)** – Experience editing video with Sony Vegas and familiar with sound effects, graphics, and special effects to produce a final film or video product.