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# Sandesh Pokhrel

Birauta, Pokhara,  
Nepal 44600  
9866009896  
[sandeshpokhrel54@gmail.com](mailto:sandeshpokhrel54@gmail.com)



## CAREER SUMMARY

Completed School level from Shree Amarsingh Model Higher Secondary School as one of the brightest students. Joined SOS Hermann Gmeiner School, Rambazar in Science Stream with HSEB scholarship. Joined Pulchowk Campus due to love of mathematics and science. Created a 2d fighting game inspired by Tekken in C++ as an academic project. Interned in academic content creation using Adobe Aftereffects and MS-Powerpoint at an unnamed company. Technical Volunteer at NxtGen,(managing websites) to organize Hult Prize 2020. Playable Knight's Tour Problem game as an Academic project for Data Structure and Algorithm, learning QT framework during the process. Building Models in Blender as a hobby. Participated in Idea Camp at Pulchowk Campus.

## SKILLS

I am an undergraduate student at Pulchowk Engineering Campus. Throughout my beginner years I have focused on achieving excellence in fields of AI and machine learning. Skills I have learned so far include:

1. Great Leadership skill and team play.
2. In Depth knowledge of programming languages: Javascript, Python, C++.
3. Good knowledge of P5js.
4. Knowledge of Qt framework, C++.
5. Basic knowledge of C and GNU Octave.
6. Knowledge of OpenGL API and 3D-modeling blender.
7. Basic animation in Adobe After-Effects.
8. Basic knowledge of sound editing in audacity.
9. Intermediate Knowledge visualization library: Matplotlib, Plotly, Manimlib.
10. Intermediate knowledge of Python libraries like Pandas, Numpy.
11. Basic knowledge of frontend development HTML, CSS, JS, REACT JS.

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12. Basic knowledge of Hugo (static website generator).
  13. Good knowledge of version control tools like Git.
  14. Good problem solving skills.
  15. Highly resourceful attitude.
  16. Flexible, say no to no job attitude.

## EXPERIENCE

### **The Iron Throne** - *Academic/C++*

A 2D fighting game done in C++ using Simple and Fast Multimedia Library. Audio as well as video included.(SFML).

### **Project TeeForges** - *App-development*

Customized T-shirts design and order ecommerce app presented at Locus 2020 as a software category.

### **Knight's Tour Problem/Game-** *Academic/Data Structure and Algorithms*

The Knight's Problem solved using Warnsdorff's Algorithm. It is also made interactive for the purpose of a player to attempt to solve. Incorporating binary search trees and tree data structure to store moves of the players.

### **Emoji-Translator addon** - *Web*

Created an emoji translator addon in mozilla( available on addons.mozilla.org) to convert text to emojis.

### **Tweets Scraping bot** -*Discord bot*

A discord bot to fetch tweets from certain accounts.

## EDUCATION

### **Pulchowk Campus, Pulchowk Lalitpur-** *undergrad computer engineering*

NOVEMBER 2018 - PRESENT

### **SOS Hermann Gmeiner School , Rambazar, Pokhara 33700-** *high school in Science Stream*

FEBRUARY 2016 - MARCH 2018

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## TRAININGS

1. Machine Learning by Andrew Ng - Coursera
2. Object Oriented Programming, Python - MIT OCW
3. Linear Algebra - MIT OCW
4. Hardware Fellowship - Locus 2019
5. AI Fellowship - LOCUS 2019
6. Web Development - Mozilla Development Network

## INTEREST/HUBBIES

1. Audiophile, Bibliophile, Philomath.
2. Motivated at reading, especially non-fictions, fiction and psychology.
3. Gaming Geek.
4. Chess Enthusiast.
5. Interest in AI and data science.
6. Sports enthusiast, follow and enjoy football passionately.
7. Trekking and Hiking.

## PERSONAL INFORMATION

<b>Date of Birth</b>	: 12 <sup>th</sup> May 1999
<b>Language Proficiency</b>	: Nepali, English, Hindi
<b>Nationality</b>	: Nepali
<b>Driving License/Vehicle</b>	: Two-wheeler