

Sanyukta Lamsal

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EDUCATION

UNIVERSITY OF NORTH CAROLINA at Chapel Hill

Chapel Hill, NC

B.A. Computer Science, Minor in Data Science | GPA: 3.52 | Dean's List (All Semesters) Aug. 2022 – May 2025

Relevant Coursework: Modern Web Programming, Files and Databases, Mobile Computing Systems, Data Structures & Analysis, Foundations of Object-Oriented Programming, C Programming in Linux

UNIVERSITY OF NORTH CAROLINA at Charlotte

Charlotte, NC

B.S. Computer Science (College Transfer) | GPA: 4.0 | Chancellor's List (All Semesters) Aug. 2021 – May 2022

Relevant Coursework: Introduction to Artificial Intelligence, Introduction to Computer Science I & II

TECHNICAL SKILLS

Languages: Java, Swift, SwiftUI, Python, SQL, HTML, CSS, JavaScript, TypeScript

Tools/Frameworks: Git, Command Line, Docker, Linux, Angular, Next.js, React, Kubernetes, PyTorch, Figma, PostgreSQL, FastAPI, SQLAlchemy, Reality Capture

EXPERIENCE

APP TEAM CAROLINA

Chapel Hill, NC

Apprentice

Sept 2022 – Present

- Chosen as one of 22 from 178 applicants for a role in developing iOS applications
- Implemented six user interfaces for iOS applications using Swift and SwiftUI, enhancing user experience
- Developed scalable backend services for app functionality, integrating HTTP requests to manage data transactions

SWAYAMBHU STORIES

Chapel Hill, NC

Artificial Intelligence Intern

May 2024 – Present

- Worked with Reality Capture by Epic Games to integrate drone footage, photogrammetry, and laser scans into a 3D model of the Swayambhunath Stupa and collaborated with a multidisciplinary team in Nepal
- Collaborating with Praneeth Chakravarthula to improve the rendering by employing Gaussian Splatting techniques using open-source repositories built with PyTorch and TensorFlow to mitigate visual anomalies in the model
- Utilizing Blender, Reality Capture, and Unity to optimize high-detail 3D models by decimating triangles, reducing file size for compatibility with VR headsets (e.g., Meta Quest)

UNC SCHOOL OF INFORMATION AND LIBRARY SCIENCES

Chapel Hill, NC

SILS Assistant

May 2024 – July 2024

- Created a course syllabus repository for UNC of 150+ classes via the Canvas API and a Python script
- Converted multiple Python scripts to Puppet tasks for better integration with UNC's preexisting system
- Collaborated within an Agile/Scrum workflow for organization, development and feedback on deliverables.

PROJECTS

SANYU.WORLD | *Personal Website*

Oct 2024 – Present

- Developed and deployed a personal portfolio website, showcasing technical projects and professional skills using React, Next.js, and Tailwind CSS on the Vercel platform
- Architected the site structure using JSX, achieving a well-organized content presentation that improved navigational efficiency and user experience
- Optimized content delivery and performance using Cloudflare, ensuring fast and reliable access to website resources

COMPUTER SCIENCE EXPERIENCE LAB NEWS FEED | *CSXL Website*

Mar 2024 - May 2024

- Led architectural design and development of a CSXL site news feature using Docker and Kubernetes, enhancing engagement for over 350 students and faculty with a scalable microservices architecture
- Crafted sophisticated user interfaces with Figma and developed a robust end-to-end stack (Python, Angular, TypeScript, PostgreSQL, SQLAlchemy), significantly improving site usability and performance
- Collaborated with a team of three developers in an agile setting using GitHub; effectively integrated diverse technologies to meet all project deadlines efficiently

CINEMATES | *Social Media iOS Application*

Oct 2023 - Dec 2023

- Originated and executed a social media application focused on movie enthusiasts, utilizing Swift and the Movie Database (TMDB) API for real-time data integration
- Implemented JSON parsing techniques to manage data flow from TMDB, enhancing the app's responsiveness
- Adopted the MVVM architectural framework to refine the codebase for maintainability and future features