Sarhana Adhikari
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EDUCATION

New York University Abu Dhabi, Abu Dhabi, UAE   Aug 2020 - Present
Bachelor of Science in Electrical Engineering, GPA: 3.82
Relevant Courses: Computer Programming for Engineers, Engineering Ethics, Design and Innovation.

Kasthamandap A level Academy, Kathmandu, Nepal   Aug 2019
Cambridge International Assessment Examination Advanced Level (CAIE A-level), 4 As on A level- Biology, Chemistry, Physics and Mathematics

WORK EXPERIENCE

Hana Enterprises and Suppliers, Kathmandu, Nepal
Web Developer and IT consultant   July 2021- August 2021
- Build a website for the start-up company
- Provided tech support for the team – setting company emails , assisting team members etc.

Applied Interactive Multimedia Lab, New York University Abu Dhabi, UAE
Research Assistant   January 2021-July 2021
- Planning/Mapping out the scans of the college campus using LiDAR Scanner
- Index the scans of the NYUAD Campus using Autodesk Recap
- Utilizing the scans to create a model suitable for game creation
- Designing a Virtual Reality Guide using the object/model created

Brain Land Academy, Kathmandu, Nepal
Tutor   May 2018-Feb 2020
- Re-designed syllabus for Grade-4 Social Studies and English.
- Taught Grade 4 -Social Studies and English classes.

LEADERSHIP & COMMUNITY INVOLVEMENT

Tashan, Abu Dhabi, UAE
Nepali Representative   May 2021- Present
- Representing Nepal in Tashan, South Asian Cultural-understanding student interest group
- Responsible for organizing events representing Nepalese culture.

KAA MUN, Kathmandu, Nepal
Vice Chair and Co-organizer   May 2019 - Feb 2020
- Worked in a team to negotiate the school administration about organizing first ever MUN for the School.
- Carrying out sessions of Model United Nation to prepare participants for the event.
- Engaging students in the events: providing information about the event and presence on social media

SKILLS

Computer: C++, Python, C#, Html and CSS (Web-Design).
Software used: Autodesk Recap, Fusion360, Unity Game Engine, Statista, Ms. Excel.
Language: Proficient in English, Hindi, and Nepali.

PROJECTS

Pocket Campus – An augmented reality app, with 3D model of NYUAD campus, that provides an interactive user interface to explore the campus. (Game Engine used: Unity).