

Pranesh Shrestha

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EDUCATION

TEXAS TECH UNIVERSITY, Lubbock, Texas

Bachelor of Science in Computer Engineering | Minor in Mathematics

GPA: 3.68 out of 4.0

Honors: cum laude | TTU ECE bullen's Scholarship 2020/21 | Dean's List (2017 - 2021) | President's List (2021)

WORK/PROJECT EXPERIENCE

Chatter Box (Personal Project)

March 2021 – Present

- Working on Full stack Progressive web application (PWA) based on MongoDB, Express, React and NodeJS.
- Used Socket.io and Redis Cache Server for real-time and responsive communication between server and user application with user account handler like secure login, password reset and token authentication.
- Working on integrating React with Redux for stateful and responsive UI for the application.
- **TECH: MongoDB, Express, React, NodeJS, WebSocket, Socket.io, MVC, Postman, REST API, Redis**

Holland Quest (Project Engineer), University Advising Center (TTU), TX

August 2020 – November 2020

- Developed a game application that generates three-letter code based on response for the questionnaires related to six sections of holland code (https://en.wikipedia.org/wiki/Holland_Codes).
- Developed containerized and scalable NodeJS backend server that communicates with front-end Unity application using RESTful API's and Stores the user response in MySQL Database.
- Created User account handling APIs for secure login, account reset and JWT based authentication.
- Designed SQL Schema with modern Data Modeling practices and implemented unit test with Jest Framework.
- Deployed the multiple instances of server in GCP for handling concurrent connection.
- Presented weekly work update through presentations which included all necessary budget expenditure and required equipment for the completion of project.
- **TECH: MVC, JavaScript, NodeJS, API, MySQL, .NET, SSH, Jest, GCP, Data Modeling, Postman, Docker**

Music Genre Predictor (Project Engineer), Lubbock, TX

January 2020 – May 2020

- Built web application to classify music based on its genre. The server gets the audio from the recording device attached to **Raspberry pi** which is converted to MFCC and then analyzed with TensorFlow ML model.
- Programmed and trained the neural network with the MFCC generated from the Dataset of over 10000 Songs.
- Built a backend server on Flask and deployed it in GCP Compute Instance. It used Firebase for real-time Data storage and sent the result to the front-end Android app built on Flutter (Dart).
- **TECH: Python, TensorFlow, Flask, Raspberry Pi, Librosa, REST API, Postman, Machine Learning**

Point of Sale System (Project Engineer), Lubbock, TX

January 2020 – May 2020

- Developed a POS system based on Java, MySQL, and JavaFX with modern software engineering practices.
- Planned the project using object-oriented architectural software design with Use-Cases and agile development methodology which involves modular design and rapid development of features.
- Programmed unit testing scripts using Junit Testing framework and debugged all the features.
- Designed SQL schema for application Data Storage with Java based Data Access Object Layer.
- **TECH: Java, SQL, Agile, Scrum, OO Design, Git, JDBC**

SKILLS

Programming: Python, Java, C, C++, C#, JavaScript, HTML, XML, CSS, bash, MATLAB, Verilog, SQL, TypeScript

Relevant Skills: Node.js, ReactJS, Webpack, Linux, Maven, Jest, Junit, Spring, Git, Docker, MongoDB, Data Modeling