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Shreya Sapkota

SKILLS

Java(Grails, Servlet, Android), MySQL, C, PHP(Laravel), CSS, JavaScript(AJAX), Python(Django), Git, LINUX, Photoshop, Video Editing, Content Writing, Opinion Article

EXPERIENCE

Freelance — *Developer*

Present

- Developing an e-commerce site for a clothing store based in Nepal called Junkeeri using Grails

Freelance — *Developer*

2019

- Developed an e-commerce site for a clothing store based in Nepal called Gurkha using Grails(gurkhastore.com)

Digital Media Team - DWIT, Sifal — *Developer*

Jul 2018 - Nov 2019

- Developed employee management system using Grails
- Frontend development of IT4D (conference site) and DWIT News (news portal) (it4d.org, dwitnews.com)
- Developed an application for Deerwalk Sifal School to display, update and edit the lesson plan using Laravel (lessonplansifal.dwit.edu.np)
- Maintained and updated both frontend and backend of PHP, and Grails projects
- Maintained react-native application which delivers online video lectures
- Developed an application for the alumni of DWIT using Django (alumni.dwit.edu.np)

Digital Media Team - DWIT, Sifal — *Developer/ Content Writer*

Jul 2018 - Dec 2019

- Prepared contents for the website/banners

TechLekh, Sifal — *Content Writer*

Jul 2017 - Jul 2018

- Review mobile applications
- Interview people in the field of tech

DWIT NEWS, Sifal — *Co-Editor-in-Chief*

Dec 2017 - Dec 2018

- Edited and reviewed articles
- Assigned and published article
- Wrote articles

DWIT NEWS, Sifal — *Author*

Dec 2016 - Dec 2017

- Wrote opinion, review and general articles

EDUCATION

Alok Vidyashram, Gyaneshwor — *SLC*

2005 - 2014

Budhanilkantha School, Narayanthan — *HSEB*

2014 - 2016

Deerwalk Institute of Technology, Sifal — *Bsc.CSIT*

2016 - Present

ACADEMIC PROJECTS

Popcorn Time – *2018*

An android app to display the showtime of all the halls in Nepal in a single android application. The data of all the showtime is collected through the web scrapping technology.

Snake-in-the-Box – *2019*

Snake in the box game using the genetic algorithm to train the snake to eat food and avoid obstacles. A number of snakes are introduced in each generation and the best snake of each generation plays the game.

Land Registry using Blockchain and GIS Technology – *Present*

A web-based application using the blockchain technology to maintain transparency to register land deeds, change ownership, and validate files. GIS technology used to update land plots using the system.