Slesa Adhikari

Software Developer +1 (256) 513-2007

1508 B Halston Circle NW, Huntsville, AL slesa.adhikari@gmail.com slesaad.com.np www.linkedin.com/in/slesaad/

Skills

Languages: Python, C/C++, Javascript, C# Graphics Programming with **OpenGL** Image Processing/ CV using **OpenCV**

Scikit, Numpy, Scipy ReactJS, jQuery, Sass LaTeX, Bash Scripting, Git, Linux Scrum/Agile methodologies, JIRA

Education

Master's in Computer Science, GPA 3.875 University of Alabama in Huntsville 2018-2020 Graduate Research Assistantship
AAUW International Master's Degree Fellowship
AAUW International Master's Degree Completion Fellowship
Thesis: Detecting Periodic Action Patterns in Videos

Bachelor's in Computer Engineering, 78.6% Institute of Engineering, Pulchowk Campus 2012-2016

Full merit based undergraduate scholarship Ncell Excellence Award, Ncell Pvt. Ltd. Ncell Scholarship Award, Ncell Pvt. Ltd. Graduated top 10 among 700 students

Experience

Computer Scientist NASA-IMPACT | UAH June 2020 - Present Web visualization UI/UX design Cloud Computing

Javascript Python, Numpy, AWS, Lambda, HTML, CSS

Graduate Research AssistantGlobal Hydrology Resource Center | NASA/UAH
May 2019 - May 2020

Data processing (python, numpy, zarr, xarray) of various earth science datasets
Optimized rendering speed of 3D web visualization of those large datasets
Created a user palatable interface and experience
Created RESTful APIs and deployed serverless framework to AWS Lambda using Terraform

Cesium, Javascript Python, Numpy, Zarr, Xarray, AWS, Lambda, Terraform, HTML, CSS, Panda3D

Graduate Teaching Assistant University of Alabama in Huntsville August 2018 - May 2019 Grading, one-on-one tutoring of students and laboratory instruction

C, Raspberry Pi, ARM

Associate Software Developer Logic Information System Nepal November 2016 - May 2017 Design and implementation of data warehousing, reporting and archiving solutions for various international organizations including **Petco** and **Matahari**

Oracle, Teradata, Bash Scripting

Intern

Logic Information System Nepal January 2016 - September 2016 Design and implementation of a Virtual Reality system that constructed a partial 3D scene from 2D image/s

C++, OpenGL, VR, Android

Projects

Video Repetition Finder Detecting periodic action patterns in videos; thesis work for Master's degree

program [Python, Keras, ConvNet, OpenCV]

Unity Crowd Renderer Real-time crowd rendering (more than 10,000 3D animated instances) in Unity

Game Engine with vastly improved performance (30 fps vs 4 fps) over existing

tools [C#, GLSL]

Dimension223 Partial reconstruction of 3D scene from 2D image/s with VR support [C++, OpenCV,

OpenGL, VR, Java, Android, Sockets]

BatSS Blind Signal Separation (separation of a set of source signals from a set of mixed

signals, without the aid of information about the source signals or the mixing process) using neural networks and parallel computation in GPU [Python, Numpy,

OpenCL]

Document Classification Natural Language Processing applied to the task of document classification done

as a part of research work for identifying the coverage of technology news in Nepali newspapers; Naive Bayes Classifier and Support Vector Machines were

explored [Python, Numpy, Scikit, NLP]

Yatra Collaborative Filtering based recommender implemented in a travel web

application [GMaps, Django, Python] **Winner**, *Yomari CodeCamp*, 2016

Flipped 2D platform adventure game for Android [Java, Box2D, Photoshop, Illustrator]

Finalist, Ncell App Camp, 2015

Handsfree Hand gesture input tool for PC [C++, OpenCV]

Winner, LOCUS Software Competition, 2014

Grants/Awards

2019 AAUW International Master's Degree Completion Fellowship

2018 AAUW International Master's Degree Fellowship

Ncell Excellence Award, Ncell Pvt. Ltd.
 Ncell Scholarship Award, Ncell Pvt. Ltd.
 Silver Jubilee Scholarship, Indian Embassy.
 Mahatma Gandhi Scholarship, Indian Embassy.

2016 Winner, Yomari CodeCamp, Yomari Inc.

2015 Winner, Software Competition in Open Category, LOCUS