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Sujil Maharjan

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PROFILE

Dedicated and enthusiastic programmer with technological and leadership skills seeking a career in software and web development.

EDUCATION

Ramapo College of New Jersey — Mahwah, New Jersey
Bachelor of Science in Computer Science, Major GPA: 3.85/4.0 — May 2017
Presidential Scholarship, Dean's List, Mukul Joisher and Family Scholarship

TECHNOLOGY SUMMARY

- Java, C++, C, AngularJS, HTML/CSS, JavaScript, MySQL, MongoDB, Python, Assembly Language
- Visual Studio, Eclipse, Android Studio, ImageMagick, JBehave, Serenity

TECHNICAL EXPERIENCE

General Electric (Healthcare) | *Software Development Intern* — **Jun 2016 - Present**

- Developing an ability to verify the accuracy of a waveform image for SpO2 (Peripheral Capillary Oxygen Saturation) data using Java and AngularJS
- Implementing waveform automation in the current testing framework using Behavior Driven Development (BDD)
- Adapting Agile Development process extensively in the project for high degree collaboration

Microsoft | *Microsoft Student Partner* — **Jan 2016 - May 2016**

- Hosted bi-weekly workshops on technologies such as Azure Machine Learning, Web Development and Internet of Things with attendance of more than 10 students
- Grew a strong technological community of more than 50 students and represented Microsoft on campus

Barneys New York | *MIS Intern* — **Jan 2016 - May 2016**

- Supported end user requests for information access to various software and frameworks on a daily basis
- Assisted the employees to configure and troubleshoot any issues related with computer system

Problets - National Science Foundation (NSF) | *Research Assistant* — **Jan 2015 - Jan 2016**

- Created a tool to track and analyze the user's errors in the software, modeling an effective feedback solution for Parsons puzzles software through the error analysis
- Developed a User Interface to integrate Parsons puzzles and improve ease of access using Java platform

PROJECTS

Color Vision Analyzer (2016). Developed a LEGO Mindstorms robot application that analyzes the characters on the Pseudo-Isochromatic plates using Supervised Learning (clustering) algorithm. Java

Ishido Game (2016). Designed an android board game that allows users to compete against the computer equipped with various algorithms such as Min Max, depth-first and breadth-first search. Java, Android

RELEVANT COURSEWORK

- Artificial Intelligence
- Assembly Language
- Probability
- Web App Development
- Software Design
- Database Design
- Network Programming
- Operating System

LEADERSHIP ROLES

- **Department of Theoretical and Applied Science** | *Computer Science Tutor* — **Aug 2015 - Present**
- **Google Club** | *Vice-President* — **Aug 2015 - Jan 2016**
- **hackRamapo Club** | *Co-Founder and Treasurer* — **Aug 2015 - May 2016**
- **International Student Organization** | *Student Adviser* — **Aug 2015 - May 2016**