SUDHAN BHANDARI

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EDUCATION

The University of New Mexico | *Albuquerque, NM* ***Anticipated Graduation: May 2023***

Bachelor of Science in **Computer Engineering**

Dean's List | Honors

International Amigo Scholarship

Coursework**:**

- Software Engineering
- Data Structure & Algorithms
- Computer Architecture
- Object Oriented Programming
- Operating System
- Signals and Systems
- Computer Networks
- Probabilistic Methods
- Analog Electronics

TECHNICAL SKILLS

- C & C++
- Matlab & VHDL
- MIPS Assembly
- Python3
- PSPICE, Multisim, LabVIEW
- SQL, NoSQL
- Ruby & Ruby on Rails
- HTML5 & CSS3
- Git – GitHub & Gitlab

WORK EXPERIENCE

Student Technical Specialist, *The University of New Mexico| Albuquerque,NM* ***November 2020 to Present***

- Implemented a working knowledge of computer network and system used in the University and communicated with IT Technicians to assist in real-time resolution of technical issues
- Ensured exceptional customer service when resolving user-issues, communicated resolutions over phone/email to the user and document issues clearly and concisely for future references

Web Development Intern, *Paila Technology | Kathmandu, Nepal* ***January 2019 to July 2019***

- Worked on the development of "PARI" a humanoid robot that was awarded as the "Best Technology Innovation" at the National ICT by the Minister of Communication and Information Technology.
- Researched on design pattern and worked with the Web Designer to build extendable and modular website using JavaScript, JSON, HTML and CSS.

TECHNICAL PROJECTS

Self-Driving Car - Applied Deep Learning

- Applied Computer Vision and Deep Learning techniques to build automotive-related algorithms.
- Built and simulated a fully functional self-driving car with CNN using Keras.
- Trained a deep learning model that can identify between 43 different Traffic Signs and used essential Computer Vision techniques to identify lane lines on a road.

Plot Data Sets in Google Maps

- Prepared a system that plots coordinates or compatible data sets on Google Maps, and collaborated with a restaurant to plot its costumer's data to analysis food habits of people in specific area which helped them to promote their menu accordingly to targeted costumers.

Traffic Light State Machine

- Designed a four-way intersection traffic light model providing orderly movement of traffic for Continuous movement.
- Implemented a working prototype for for the four-way Traffic light operation LabVIEW Simulation model for controlling the traffic lights based on time interval and Computer logic design concept.

HONORS AND AWARDS

- **International Amigo Scholarship |** *University of New Mexico* ***August 2022***
- **TU Olympiad 2019 |** *Tribhuvan University* ***September 2018***
- **Society Member |** *IEEE University of New Mexico* ***June 2020***