

Sushil Bhandari

sb3250@bath.ac.uk

imsush.netlify.app

github.com/sush-il

linkedin.com/in/sush-il

As an ambitious and driven undergraduate student at the University of Bath, I am constantly seeking new challenges and opportunities to grow. My passion for taking creative approaches to solve problems has led me to succeed in various part-time roles, where I honed my teamwork, resilience, and communication skills. With a strong belief in the idea "seek discomfort", I am always ready to step out of my comfort zone and take on new challenges. I am excited to bring this mindset to the company and make a meaningful contribution to the team.

EDUCATION

University of Bath

BSC (HONS) Computer Science

October 2022 – July 2026 (Expected)

*First year average – **First Class, 70.6%***

Artificial Intelligence

- Explored how different search algorithms with constraint propagation can be used to make effective solutions.
- Learned about various machine learning concepts and used them to build an email classification algorithm.

Principals of programming

- Gained experience with programming languages such as Java, Python and C and developed a good understanding of memory management.

System Architecture

- Built a gesture-controlled music system using Arduino. Hands-on experience with developing hardware and software components

Mathematics and Databases

- Discrete Mathematics concepts along with application of matrices and vectors in real-world scenario
- Learned ideas about database management systems including SQL.

Second year units:

Machine learning, Data structures and algorithms, Functional programming, Visual Computing, Human-computer interaction, Comparative programming languages, Experimental systems project, Foundations of computation

Whitchurch High School

A Levels (2020 – 2022)

Maths – A, Computer Science – A*, Extended Project Qualification – A*, Physics – A*

SKILLS

- Programming experience (Python, C, Java)
- Web development (HTML, CSS, JS, Django, SQL)
- Mobile app development (Basic Flutter)

Sushil Bhandari

P R O J E C T S

I have completed various projects that showcase my **programming** and **problem-solving** skills. Some examples include a Sudoku solver in Python, a text-based adventure game in Java, and a machine learning algorithm to classify spam emails. I have also gained experience **working collaboratively** on a project, using Git to manage code and resolve conflicts, demonstrating my strong teamwork and communication skills.

Some of my most notable projects are listed below:

Spotii – a Spotify connected application

Application integrates with the Spotify API to provide users with visualized information about their playlists, top artists, and top tracks. It also analyses the mood of the currently playing music using a random forest machine learning algorithm.

Booket – Book notes organizer

A Flutter app for Android, which allows users to track, edit, and delete book notes. Used SQLite for local data storage and implemented a randomized note display feature for efficient review.

Anime merchandise shop

A simple GUI application, which runs locally, for a shop selling anime merchandise. It allows users and items to be added, deleted, and modified from the database. Each user has different levels of access depending on their responsibilities.

-