

Ashwin Dhakal

✉ ashwin.dhakal007@gmail.com ☎ 984-4888978 🌐 ashwind.com.np 📄 ashwindhakal007
🎮 theeddiestudio/JDjunior057

Profile

Graphics Designer and Game Developer with an engineering background (B.E. Electronics, Communication & Information). Proficient in C/C++, C#, Python, game engines (Unity, Unreal), Machine Learning, graphics design, and 3D modeling. Ready to apply diverse skills to challenging projects.

Education

IOE, Purwanchal Campus

Dharan, Nepal

Bachelor in Electronics, Communication and Information Engineering

2020 – 2024

- Object Oriented Programming, Artificial Intelligence, Data Mining, Computer Graphics, Multimedia System, Database Management Systems, Data Structures and Algorithms, Discrete Mathematics, Computer Network, Object Oriented Software Engineering, Design Patterns, Digital Logic, Microprocessors, Operating Systems, Embedded Systems, Control Systems, Web Technologies, Computer Architecture and Organization

Experience

IT Cheif | Event Manager | Graphics Designing

Itahari, Nepal

Leo Club of Itahari Professionals

July 2021 – June 2022

- Gained Massive Experience with Graphics Designing and Event Management
- Built Collaborative and Communicative skills, with environment of learning and growing together.
- Experimented with various techniques and experiences regarding Graphics Designing and Management

Projects

Flutter Weight Tracker

Feb 2025 – present

A Flutter Application Designed for Personal Use, for tracking weights, by keeping weekly averages and plots against various graphs, such as Weekly or MW Graphs.

- Tracks Body weights four times in a day, namely Morning, Day, Evening and Night. This calculates the average for the day.
- Allows storage and history of data with local storage Database Management System.
- Plots various Graphs, for Daily or Weekly weight tracking.
- Newly added feature for body fat calculation and database storage.

Skills

Programming: Proficient with Python, C#/C++ Programming, and Git; Good understanding of Flutter Application Development and Game Development Techniques. Excellent knowledge regarding OOP Concepts, Memory Allocation and management and Design Patterns in Software Engineering

Technical: Excellent with Adobe Photoshop, Office Applications and Various Operating System Environments like Windows and Linux

Mathematics: Proper understanding of Calculus, Coordinate Geometry, Vectors and Scalars, Transforms and Matrix

Languages: English (fluent), Nepali (native), Hindi (fluent)