





Prashant Timalisina

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EDUCATION

Springfield College, BS in Computer Science, BA in Arts & Design, Math (minor), *Honors*

Class of 2024

- Maintained a 3.98 GPA
- President of the Computer Science club
- Awarded \$165,000 worth of scholarships over 4 years of college
- Won the Departmental Award 2022 & College Writing Excellence Award 2021

XR Terra, VR Development Bootcamp

May 2022 - July 2022

Budhanilkantha School, University of Cambridge A-levels

May 2017 - June 2019

EXPERIENCES

Research Assistant to Dr. Jeremy Castagno, Springfield College, MA

Dec 2022 - Current

- Creating a motion tracking system utilizing a webcam and computer vision software to track the position of an object undergoing planar motion accurately as a function of time.
- Building a responsive frontend website using React framework and Tailwind CSS.

Web Designer Springfield College, MA, USA

May 2022 - Current

- Designing and updating web pages for the college website as requested.
- Drupal 9 used as the Content Management System.
- Involved in content creation and serving as social media consultant as well.

Frontend Developer Giclée Printing & Framing of New England, Indian Orchard, MA

August 2022 - Dec 2022

- Coded the entire website in two weeks as a project work.
- Used TailwindCSS and AlpineJS as frameworks.

PROJECTS

BasketBrawl - A VR game experience that will let you get the feel of playing basketball at street level.

[Made in Unity game engine with several C# scripts managing the game and scores]

rememberCOVIDfacts - A memory webgame designed at **HackHolyoke 2021** to make people re-remember COVID infos.

[Used HTML5, CSS3 and vanilla JS to design the game, the graphics created in illustrator]

COURSES TAKEN

Intro to Computer Science using C++, Data Structures and Algorithm, Data Analysis using R, Database Development and Management, Experiential Web Dev, 3D Animation, 3D Video Game Design, Graphic Design, Motion Graphics, Probability and Statistic, Computer Animation, Intro to Mobile Programming, Calculus I-III, Embedded Systems for Robotics

SKILLS

C++, Python, C#, R, SQL, HTML5, CSS3, Javascript, Figma, Unity, Adobe Animate, Adobe Premiere Pro, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Microsoft suites