

# Prashant Timalisina

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## EDUCATION

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**Springfield College**, BS in Computer Science, BA in Art & Design, Math (minor), *Honors* Aug 2020 - Dec 2024

- Maintained a 3.98 GPA
- President of the Computer Science club
- Awarded \$165,000 worth of scholarships over 4 years of college
- Won VanderBeck Research Grant 2023, Departmental Award 2022 and 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

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**Research Assistant** to Dr. Jeremy Castagno, Springfield College, MA Dec 2022 - Current  
for Reference/Verification: (385) 204 - 6580

- Creating a front-end system for computer vision research on physics experiments using React with TypeScript and Zustand.
- Building a responsive dashboard website to conduct experiments, record, store and visualize the data.
- Designed the final prototype in Figma after numerous iterations and team meetings, and coding the frontend at the moment.

**Web Designer** Springfield College, MA, USA May 2022 - Current  
for Reference/Verification: (617) 872 - 5934

- Designed and updated over 90 web pages for the college website as requested.
- Administered Drupal 9 as the Content Management System while collaborating with cross-functional teams.
- 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  
for Reference/Verification: (385) 204 - 6580

- Completely revamped an entire website of a local printing shop in two weeks as a project work.
- Reduced its 20 out-of-style web pages into a 10-page website with a professional design that speaks to its audience.
- Used Figma, HTML5, CSS3, JS | TailwindCSS and AlpineJS as frameworks | Zola as static site generator (SSG)

## PROJECTS

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**MotionTracker** - A dashboard application that tracks a Glider on a linear air track, outputs the tracked video, kinematic data and its visualization. [REACT, OpenCV, TypeScript, TailwindCSS, Python, FastAPI, Zustand etc]

**BasketBrawl** - A VR game experience that will let you get the feel of playing basketball at street level.  
[Made in Unity game engine with C# scripts managing the game, sound, and animation, XR Interaction Toolkit etc]

## COURSES TAKEN

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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, Data Science, Advanced Design Studio, etc.

## SKILLS

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C++, Python, C#, R, SQL, HTML5, CSS3, Javascript, Typescript, React.js, TailwindCSS, Redux, NodeJS, RESTful APIs, Browser Developer Tools, Agile/Scrum, Sass, Jest, Gulp, AJAX / JSON, Cross Browser Compatibility, Web Performance Optimization, UI/UX, Figma, Unity, Adobe Animate, Premiere Pro, Photoshop, Illustrator, After Effects, Git, etc