Utsav Parajuli





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EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE - Irvine, CA

December 2023

Bachelor of Science, Computer Science

GPA: 3.76

Deans honor list: 4

EXPERIENCE

AGIL SOLUTIONS - Remote

Software Development Intern

June 2021 – September 2021

- Developed a web portal for a client using the Blazor WASM web framework and accompanied ASP.NET backend.
- Worked with existing backend API and database schema.
- Optimized new and existing REST queries to improve site performance and responsiveness.
- Collaborated with team members which involved daily standups and weekly deliverables. Heavily relied on agile methodology.

PROJECTS

SEARCH ENGINE

- Developed a Web search engine from the ground up that is capable of handling tens of thousands of Web pages, under harsh operational constraints and having a query response time under 300ms.
- Implemented an inverted index, vector space model, tf-idf factor, cosine similarity score, MapReduce paradigm and distributed query evaluation.

MULTIPLAYER GAME

- Developed a full-stack network-based multiplayer game with a robust and scalable infrastructure with a team of four developers.
- Designed the backend using the microservice architecture to assimilate independently operating modules to ensure minimal downtime and optimal scalability.
- Implemented a custom messaging queue to facilitate communication in real-time between the different services.
- Developed and implemented a server architecture that included a robust network structure and thread pool management to ensure the server backend could properly and efficiently manage a high amount of traffic.
- Created and hosted a Postgres database in the cloud which recorded user data, game statistics, and global leaderboards.

SKILLS

Programming Languages:

• C/C++ [Proficient] C# [Proficient] [Proficient] Java

Python [Proficient] [Intermediate] HTML/CSS [Beginner]

Tools / Frameworks:

Linux [Intermediate] Blazor [Intermediate] Git [Proficient]

JavaScript