

# Utsav Parajuli

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## SKILLS

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**Programming Languages:** (proficient): Java, C++, Python, C#, HTML/CSS (familiar): JavaScript, TypeScript, SQL  
**Tools / Frameworks:** (proficient): AWS(S3, EC2, Lambda), MySQL, Android, Linux, Git, Blazor, .NET (familiar): PostgreSQL, Angular, Kafka, React.js, Docker, scikit-learn, CircleCI, Tableau, Alteryx, Mockito

## EXPERIENCE

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### ALTERYX

*Software Development Co-op*

*January 2023 – June 2023*

- Designed and implemented an automated application and data pipeline for calculating Alteryx's annual greenhouse gas emissions, reducing labor cost and time by 25%.
- Collaborated with the ESG team to modularize pipeline code and automate testing, increasing the pipeline efficiency and improving accuracy of results by 15%.
- Employed Tableau to visually represent data, enhancing accessibility and effectiveness of result interpretation.
- Leveraged knowledge in Python, R, Alteryx Designer, Tableau, Google Cloud Platform

### AGIL SOLUTIONS – Remote

*Software Development Intern*

*June 2021 – September 2021*

- Developed a web portal for a client using C# and the Blazor WASM framework with an ASP.NET backend.
- Worked with existing backend API and database schema to build new components.
- Optimized new and existing REST queries to improve site performance and responsiveness by 35%.
- Utilized the CircleCI pipeline to facilitate the integration of multiple changes to the core codebase, as well as the automation for deployment of version updates.
- Collaborated with team members in daily standups and weekly deliverables while using agile methodology.
- Leveraged knowledge in Git, C#, JavaScript, HTML/CSS, REST API, Blazor, React.js, ASP.NET, CircleCI

## PROJECTS

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### MULTI-THREADED DISTRIBUTED SYSTEM BASED ONLINE GAME

- Developed a full-stack network-based multiplayer game in Java with a scalable infrastructure.
- 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 for managing large network load.
- Created and hosted a PostgreSQL database on the cloud for storing user data and game statistics.
- Utilized: Java, Microservices, JavaFX, PostgreSQL, AWS EC2

### ONLINE MOVIE DATABASE APPLICATION

- Fully built architecture from scratch, similar to IMDb, allowing users to browse, search, and purchase movies.
- Implemented a large frontend using JavaScript, jQuery, and Ajax while administering the same functionality in an Android application using the same backend API.
- Developed an ETL pipeline to parse large XML files to augment the already large MySQL database.
- Improved website performance by 35% by implementing optimizations including: MySQL connection pooling, MySQL replication, and Apache load balancing.
- Utilized: Java, JavaScript, jQuery, AWS, HTTPs, Apache, jMeter, JDBC, MySQL, AJAX, RESTful APIs, Android

### SEARCH ENGINE

- Developed a Web search engine in Python capable of handling 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.
- Utilized: Python, Flask, MapReduce paradigm

## EDUCATION

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**UNIVERSITY OF CALIFORNIA, IRVINE – Irvine, CA**

*December 2023*

Bachelor of Science in Computer Science

GPA: 3.84