Utsav Parajuli

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EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE – Irvine, CA   *December 2023*
Bachelor of Science, Computer Science
GPA: 3.76

SKILLS

Programming Languages: C++, Java, Python, C#, JavaScript, HTML/CSS, SQL, R
Tools / Frameworks: Linux, Blazor, Git, PostgreSQL, .NET, Alteryx, React.js, scikit-learn, PyTorch, TensorFlow, Docker, CI/CD, Tableau

EXPERIENCE

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.
- Collaborated with team members in daily standups and weekly deliverables while using agile methodology.
- Utilized: Git, C#, JavaScript, HTML/CSS, REST API, Blazor, React.js, ASP.NET, CircleCI

ALTERYX – Remote
Student Software Engineer   *January 2023 – Current*
- Contributed to the automation of Alteryx's sustainability reporting for data visualization in Tableau.
- Collaborated with the client to gather raw data from Excel and turning into various workflows in Altreyx Designer.
- Developed processes and tests to ensure the validity of the results with Alteryx team.
- Utilized: Python, R, Alteryx, Tableau

PROJECTS

MULTIPLAYER 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

CRUX COMPILER
- Developed a compiler in Java for a small imperative programming language using traditional compiler design approach, partitioned into stages from frontend to backend.
- Successfully transformed input source code into executable x86 assembly and verified correctness of each stage through testing and debugging.
- Demonstrated ability to identify and resolve errors in implementation at early stages, ensuring efficient and effective production of executable output.

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.