

SHASHANKA LUITEL

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Profile

I am a computer engineering student at Kathmandu University with experience in multiple projects using various programming languages, frameworks, and design tools. As an active member of the Microsoft Learn Student Ambassadors program, I actively share my knowledge and experience with fellow students and mentors. My experience includes UI/UX design, mobile development, web development, machine learning and effective teamwork.

Education

BE COMPUTER ENGINEERING [Kathmandu University](#)

Aggregated GPA over 3.7 (till 6th semester)

Dhulikhel, Nepal

2020-2025(expected)

+2 EDUCATION | NEB [DAV College, Nepal](#)

CGPA: 3.76 / 4.0

Jawalakhel, Nepal

2018-2020

SECONDARY EDUCATION EXAMINATION [CVM Secondary School](#)

GPA: 3.80 / 4.0

Gatthaghar, Nepal

2018

Experience

DEVELOPER LEAD

IT MEET 2024 | AUGUST 2024 - DECEMBER 2024

- Leading a team of developers to build and maintain a fully responsive and dynamic website of IT MEET 2024, which is one of the biggest tech event in Nepal.
- Collaborating with the design team to ensure seamless UI/UX across all devices.

BETA MICROSOFT LEARN STUDENT AMBASSADOR

MICROSOFT | NOV 2023 - PRESENT

- Conducted workshops in multiple schools to empower students to cultivate early coding habits.
- Organized events, and workshops to promote the use of Microsoft technologies.
- Received training and resources from Microsoft to enhance technical skills and leadership abilities.

ACTIVE GENERAL AND DESIGN COMMUNITY COMMITTEE MEMBER

KATHMANDU UNIVERSITY COMPUTER CLUB (KUCC) | 2021 - 2023

- Participated in various events organized by KUCC, including seminars, exhibitions, hackathons, skill development programs etc.
- Volunteered for different programs and workshops organized by the Design Community.

GRAPHIC DESIGNER

KU HACKFEST 2023 | 29TH SEP - 1ST OCT 2023

- Contributed to the event's visual assets, creating eye-catching designs that aligned with the overall theme and objectives of the event, while working closely with other teams to ensure seamless coordination and a unified event presentation.

IT EXPRESS 2022 | 20TH NOV - 29TH NOV 2022

- Played a crucial role in the successful publication of the IT Express Journal using Adobe InDesign and other essential designs tools, enhancing the magazine's visual interface

DEVELOPER | DESIGNER | COLLABORATOR

SEMESTER PROJECTS | KATHMANDU UNIVERSITY | 2020 - 2024

- Engaged in hands-on, real-world experiences through project-based learning each semester.
- Developed projects using different programming languages and frameworks to tackle diverse challenges and problems.

Projects

- **Trek Diaries Website :**

Developed a social media platform for trekking and hiking enthusiasts, featuring location exploration, user connections, and content sharing through posts, likes, and comments. Integrated a recommendation system that tailors posts based on user preferences, enhancing the overall user experience.

- **Battleship**

Developed a browser-based multiplayer strategy game where players command fleets of warships. Players take turns guessing the hidden locations of the opponent's ships, aiming to destroy the entire opposing fleet.

- **chat-JPT**

Developed a real-time chat application that enables seamless and continuous communication from anywhere, allowing users to exchange messages instantly and efficiently.

- **Diabetes prediction using machine learning**

Developed a machine learning model to predict whether a pregnant woman is at risk of developing diabetes, based on various health parameters. Preprocessed and analyzed medical datasets, including blood pressure, glucose levels, BMI, and age, ensuring accurate input for model training.

- **Trek Diaries Mobile App**

Developed a mobile app designed for trekking and hiking enthusiasts that allows users to discover new locations, connect with fellow adventurers, and share their journeys through posts, likes, and comments, providing a seamless experience for outdoor lovers.

- **Maze Runner 2D Simulation game**

Developed a fun and engaging 2D car simulation game using Python, Pygame, and PyOpenGL. Players navigate a car through a complex maze, aiming to reach the finish line.

- **CureMe**

Developed a user-friendly doctor appointment website that allows patients to choose doctors, select available dates and times, and book appointments efficiently. Implemented key features, including a dynamic doctor listing with search and filter options, real-time appointment booking, and user profile management for both patients and doctors.

Skills

- **Programming Language :** Javascript, Python, C, C++

- **Frontend Development :** React, Next.js, React Native, TailwindCss

- **Backend Development :** Express, Flask

- **Database :** MongoDB, Appwrite, Firebase, MySQL, neo4j

- **Tools Used :** Figma, Adobe InDesign, Git and GitHub, VS Code, Canva, Android Studio, Adobe Illustrator, Notion, Expo

- **Soft Skills :** Presentation, Collaboration, Teamwork, Problem-solving, Listening, Fast-learner

Languages

- **Nepali** [Native]

- **English** [Fluent]

- **Hindi** [Fluent]

- **French** [Learning]