

Institute of Engineering Pulchowk Campus Tribhuvan University Lalitpur, Nepal

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## Er. AYUSH PARAJULI

### **CAREER OBJECTIVE:**

To pursue a career in the advancements in innovation and technology in a specific field such as software development, data analysis or system design aiming to make a positive impact on technological advancement and ultimately society.

### **ACADEMIC QUALIFICATION:**

S.N.	Level	Board	Institute	Major	Passed	Remarks
				subject	year	
	Bachelor	Tribhuvan	Pulchowk	Computer	2024	71.54%
1.		University	Campus	Engineering		
	School Leaving	National	Motherland	Math	2019	3.10
2.	Certificate	Examination	Secondary	Chemistry		
	(10+2)	Board	School	Physics		
	Secondary	National	B.M.G	_	2017	3.25
3.	Education	Examination	Secondary			
	Examination	Board	School			

### **TECHNICAL SKILLS AND ABILITIES:**

S.N.	Techniques	Skills and abilities		
1.	Laboratory Techniques	Proficient in utilizing laboratory equipment, conducting experiments, and managing technical systems		
2.	Data Analysis	Skilled in analyzing and interpreting data using statistical methods and software tools for problem-solving and decision-making		
3.	Research Skills	Capable of designing, executing, and reporting on research projects, demonstrating an understanding of research methodologies and techniques.		
4.	Communication Skills	Have effective communicating of scientific finding through oral presentations, written reports and scientific problems.		
5.	Technical Writing	Proficient in writing technical documents, including reports, research papers, and proposals, adhering to standards and guidelines		
6.	Software Development Tools	Proficiency in utilizing software development tools and technologies, including IDEs, version control systems, debugging tools, and other software engineering tools		
7.	Teamwork	Collaborative skills demonstrated through participation in group projects, team-based research, and collaborative efforts within teams.		
8.	Understanding of principles	Knowledge of ethical principles and regulations governing computer engineering research and practice, ensuring adherence to ethical standards in project development and implementation.		

### **AREAS OF STUDY AND INTEREST:**

- Data Engineering
- Data Analyst
- Business Intelligence
- Management System
- Artificial Intelligence
- Machine Learning

# **Project Details:**

## 1. Major Project (7<sup>th</sup> and 8<sup>th</sup> semester):

Project Name:	Routine Management System	
Project	The purpose of this project is to properly manage the routine by creating and	
Description:	assigning it to the respective teachers and digitalize the system for	
	Department of Electronics and Computer Engineering, Pulchowk Campus.	

## 2. Computer Network (7<sup>th</sup> semester):

Project Name:	Network design of Western Regional Campus (Pashchimanchal Campus)	
Project	Utilized Cisco Packet Tracer to design the network infrastructure for the	
Description:	Western Regional Campus (Pashchimanchal Campus). Developed a scalable	
	topology, configured VLANs, and optimized IP addressing schemes	

## 3. Minor Project (6<sup>th</sup> semester):

Project Name:	Video Captioning Model	
Project	The project aims to develop an AI model capable of analyzing videos and	
Description:	generating explanations of the content within them. Model interprets visual elements, providing comprehensive explanations of the video content. This project demonstrates expertise in artificial intelligence, deep learning, and video understanding.	

# 4. Database Management System (6th semester):

Project Name:	Invigilator Management System (Continuation from Software Engineering)
Project Description:	This follows the continuation of previous project from Software Engineering with addition of databases and automatic systems.

### 5. Artificial Intelligence (6<sup>th</sup> semester):

Project Name:	A* Algorithm
Project	Developed a classic Snake game where the players control a snake to eat
Description:	food and grow longer while avoiding collisions with walls and the snake's
	own body. Included features such as score tracking, game over detection,
	and smooth animation for enhanced gameplay.

# 6. Software Engineering (5<sup>th</sup> semester):

Project Name:	Invigilator Management System
Project Description:	This project focuses on managing the invigilator for any exams by simply assigning them (randomly if required) to the exam room all from the system.

# 7. Computer Graphics (5<sup>th</sup> semester):

Project Name:	Village Model
Project	Developed a village model simulation using OpenGL to explore lighting,
Description:	shading, and rendering techniques. Implemented dynamic lighting effects
	and shading models.

# 8. Data Structure and Algorithms (4<sup>th</sup> semester):

Project Name:	3d Plane Visualizer	
Project	Focused on implementing mathematical equations and formulas to	
Description:	visualize 3D planes and their interactions effectively. Developed algorithms	
	to render geometric shapes and analyze their intersections in three-	
	dimensional space.	

## 9. Object Oriented Programming (3<sup>rd</sup> semester):

Project Name:	Space Invader
Project Description:	Focused on creating a classic arcade-style game, Space Invader.  Implemented game mechanics, including player movement, enemy
	behavior, and projectile dynamics.

### 10. C Programming (1st semester):

Project Name:	File pass
Project Description:	It is a secure file access system using password authentication.  Implemented standard techniques to safeguard user credentials and file contents.

### **CO-CURRICULAR ACTIVITIES AND ACHIEVEMENTS:**

- Registered Computer Engineer under Nepal Engineering Council (NEC No. 87141)
- Awarded AWS Academy Graduate AWS Academy Cloud Architecting certification, demonstrating proficiency in cloud architecture principles and AWS services (2023)
- Awarded for completion of the Samsung Innovation Campus Coding & Programming
   Course in collaboration between Samsung Nepal and Tribhuvan University which
   happened for the first time in Nepal (2022-2023)
- Recognized for completion of the Software Fellowship, in which workshop focused on Fundamentals of Software Engineering on Python and Flask development organized by LOCUS (2020)
- Obtained FreeCodeCamp certifications in various topics, including:
- O Backend Development and APIs (2023)
- O Scientific Computing with Python (2023)
- O Data Visualization (2022)
- o Responsive Web Design (2022)
- O JavaScript Algorithms and Data Structure (2022)
- Won the category winner for Accessibility at Vertex Hacks, a 36-hour hackathon, showcasing innovative problem-solving skills (2023)
- Obtained Simplilearn certification in Introduction to Selenium (2024)

Led my school's house team at B.M.G Secondary School to win the award for "Best
Organized and Disciplined House" demonstrating strong leadership, organizational skills,
and teamwork abilities (2017)

#### **PARTICIPATION:**

 Participated in 20<sup>th</sup> National Technological Festival organized by LOCUS, at Pulchowk Campus, Pulchowk, Lalitpur (2024).

#### **COMMUNICATION SKILLS**

• Languages: Fluent in written and spoken English, Nepali and Hindi languages.

### **PERSONAL DETAILS:**

Name: Mr. Ayush Parajuli

Date of Birth: December 30, 2002

Gender: Male

Father's Name: Mr. Bandhuraj Parajuli

Permanent/Temporary

Address:

Gagangauda, Pokhara-30, Kaski

### **REFERENCES:**

### 1. Assistant. Prof. Nishchal Acharya

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#### 2. Assistant, Prof. Prakash Chandra Prasad

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