ROSHAN SAPKOTA

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Career Profile

I am an adaptable and responsible person seeking for opportunities to develop the requirements utilizing my programming capabilities. I have a clear, logical mind with a practical approach to problem solving and can work well both on my own initiative and as part of a team.

Key Skills

General Skills: Quick Learner, Team Player, Time Management.

Management Skills: Communication Skills, Leadership skills, Decision making.

IT Skills: Major: Java, C, C++, SQL, HTML/CSS, Python, Bootstrap, JavaScript
Intermediate: Android Programming, Microsoft Dynamic Navision,

Interests

Programming, Data Structures and Algorithms, Artificial Intelligence, Machine Learning, Database design

Education

Master's in Computer Science   Jan 2020 – Sept 2021
Lakehead University, Thunder Bay, Ontario

Bachelor's in Computer Science   Aug 2013 – Dec 2017
Kathmandu University, Dhulikhel, Nepal

Higher Secondary Education Board (HSEB)   2010-2012
Capital College and Research Center (CCRC), Koteshwor

School Leaving Certificate (SLC)   2010
Kaligandaki Boarding Higher Secondary School, Baglung Bazaar

Major Projects

Snake and Ladder (2017) – Snake and Ladder is an android multiplayer game. User Interfaces are designed using Unity software and backend coding is written in Android Studio.

Job Finder (2016) – An android app dedicated for those who are looking for jobs. Inside the app, software companies are allowed to post the job vacancies and job seeker can contact the company with the details provided in the app.

Ghumau Nepal (2015) – A tourism website that enables users to locate the nearest and cheapest hotels, look up their price as well as make reservations, including information on adventurous places around that area.

Data in Graph (2015) – An android application that can generate three graphs: Pie chart, Line diagram, and Bar diagram. It takes many numeric inputs from user and user can decide which graph to generate and analyze the result.

KU Map (2014) - An android application, like google map, which shows buildings and departmental details of Kathmandu University including route information from nearby cities. For convenient, users can select standard or satellite map view inside the app.

Hostel Management System (2013) – HMS is a simple program which can store the database of students living in hostel of Kathmandu University. It can save input and can be retrieve, remove, or update the database. HMS is developed using C and C++.

Working Experience

Yarsa Labs   July 2017- December 2017
Intern
- Learned to use Unity software to design the user interface for android games.
- Designed responsive webpages using HTML/CSS, JavaScript, and Bootstrap.
- Created an android app consists of seven card games. Used the active android library for database.

Kaligandaki Higher Secondary School   January 2018- June 2018
Teacher
- Taught computer subject for 9th and 10th graders
- Took extra class to give students basic understanding of programming languages.

Agile Solutions Pvt Ltd   October 2018- January 2019
Technical Nav Developer
- Developed the efficient database system according to the client's requirements using the Microsoft Dynamic Navision.
- Used C/AL and C/SIDE object-based programming languages to develop the system.
- Used the Customer Relationship Management (CRM) and Enterprise Resource Management (ERP) system to maximize the business growth.

Axios Softwork Pvt Ltd   February 2019 – November 2019
Quality Assurance Engineer
- Verify and revise quality assurance standards set by the company.
- Tested new software if they meet functional requirements, end-user demand, and technical specifications.
- Designed and executed manual test plans of the integrated system.

Other Experience

KU IT Meet   2017
Organizing Committee
- Collaborated with team member to plan and schedule the programs and location.
- Communication with companies for funding and participation.
- Event coordinator of 'Karkhana'. One day session for school children to develop their intellectual skills.

AIESEC Club of Kathmandu University   2014-2017
General Member

- Promoted the club's missions and purposes.
- Developed communication and leadership skills.

English Society Club   2012-2013
Former Executive Board Member

- Organized the inspiring and motivational sessions by bringing the experts.
- Ensured effective planning and management of resources available in the club.
- Editor of yearly magazine (Herald).

Publication	DEVELOPING ONLINE PORTAL AS A KNOWLEDGE MANAGEMENT SYSTEM TO TRACK AND LOCATE TREKKERS IN THE ANNAPURNA TREKKING TRAILS OF NEPAL. -2017

Selected for presentation in IT4D 2017 international conference.

A NOTE ON COUNTING PRINCIPLE   -2016

Publication in the research journal in Mathematics M0: a publication of PG Campus, Biratnagar, Nepal.

Volunteer

Kathmandu University IT Meet   May 2016
Technical Volunteer

Provided technical assistant in Gaming session such as Setting up a computer for game, managing a reliable network, scheduling, and handling logistics.

Trainings

Network Security Training
2016
Obtain knowledge about how the weak security can be control and manage.

Linux talk show
2014
Talk show about how the linux is still competitive and preferred in today's world of operating system. Talk show was followed by training sessions of basic operation of Ubuntu Operating System.

Languages

Nepali (Fluent)
English (Fluent)
Hindi (Intermediate)