

# Saurav Dhakal

*Computer Science Student — Junior Web Developer — Full-Stack Projects*  
dhakalsaurav11@unm.edu — (309) 948-0097 — Albuquerque, NM 87111  
github.com/dhakalsaurav11

## Objective

Enthusiastic Computer Science student seeking real-world experience. Quick learner with strong teamwork, communication, and problem-solving skills, ready to make an immediate impact.

## Education

### B.S. in Computer Science

Expected May 2025

University of New Mexico, Albuquerque, NM

GPA: 3.0

## Experience

### Technical Assistant — Dr. David K. Dunaway

May 2023 – Present

- Grew social media from 2.9k to 11k likes in 2 months via targeted campaigns.
- Built and managed four WordPress sites, two from scratch.
- Provided full tech support (hardware, software, troubleshooting).

### Web Developer — UNM Mentoring Institute

Feb 2024 – Present

- Developed a dynamic Soft Skills learning platform using CodeIgniter (PHP), MySQL, and JavaScript.
- Implemented user progress tracking, certificate generation, and interactive quizzes.
- Built an admin interface to streamline conference participant workflows, reducing manual data handling.
- Debugged and optimized MVC components, ensuring stable feature delivery and clean UI.
- Integrated Bootstrap, AJAX, and conditional logic for responsive content rendering.

### Website Developer — UNM GPS

Sep 2023 – Dec 2023

- Led website strategy and design execution.
- Implemented updates using Cascade CMS, HTML, and CSS.

### Canvas IT Support — UNM IT

May 2023 – Sep 2023

- Handled tech support for Canvas via calls and tickets.
- Resolved student/instructor issues with clear instructions.

### Data Entry Associate — UNM GPS

Feb 2023 – May 2023

- Processed crash reports using Kofax ETL tools.
- Enhanced data quality through profiling and cleansing.

## Technical Skills

- **Languages:** Python, PHP, Java, JavaScript, SQL, HTML5, CSS
- **Frameworks/Libraries:** Flask, CodeIgniter, Bootstrap, jQuery, AJAX
- **Platforms/CMS:** Shopify (Liquid), WordPress, Cascade CMS
- **Databases:** MySQL, SQL Server

- **Tools/Other:** GitHub, Plotly, Google Analytics, Adobe Creative Suite, Dreamweaver, MAMP, MVC architecture, REST APIs, LaTeX
- **Design/UX:** Responsive UI design, dynamic content rendering, form validation, admin dashboards

## Projects

### Professional Projects

#### Soft Skills Learning Platform (CodeIgniter)

*Feb 2024 – Present*

Developed a CodeIgniter-based e-learning system for department-wide training.

- Built dynamic quiz rendering, progress tracking, and PDF certificate generation.
- Implemented role-based access, session handling, and secure MVC logic.
- Designed responsive UI with Bootstrap and integrated backend with MySQL.

#### Conference Registration System (CodeIgniter)

*Feb 2024 – Present*

Built an administrative tool for managing academic conference data.

- Enabled abstract, author, and registration tracking with role-based dashboard.
- Built CSV import for bulk data entry and implemented filtering/search tools.
- Secured CRUD logic with CodeIgniter and MySQL database integration.

### Independent Projects

#### Stock Tracking & Analysis Portal (Python + Flask)

*Apr 2024 – Present*

Built a full-stack stock monitoring tool with AI-driven trading signals.

- Integrated Yahoo Finance API, sentiment scoring via TextBlob, and alert logic.
- Rendered dynamic candlestick charts using Plotly.
- Designed responsive UI with Flask templating and Bootstrap.

#### Shopify Theme Customization for Bushido Brand

*Mar 2024 – Present*

Designed and developed a fully custom Shopify theme using Liquid, with animated drop previews, login redesign, and responsive layout for a samurai-inspired brand.

### Academic Projects

#### Forest Fire Propagation Simulation (Java)

*Apr 2024*

Built a simulation tool to model wildfire spread through sensor networks.

- Implemented fire propagation algorithms and agent cloning logic.
- Designed Swing-based GUI with visual feedback and movement.
- Parsed configuration files to dynamically construct sensor graphs.

#### Board Game Suite – Scrabble, Domino, Tiles (Java)

*Mar 2024*

Designed and built a set of classic board games using object-oriented programming. Implemented tile placement mechanics, scoring systems, and turn-based gameplay rules across different games.

## Certifications

Discover AI, AI4ALL —

*Dec 2023*

## Additional Information

- Languages: Nepali, English, Hindi (all proficient)
- Member: UNM Nepalese Student Association, UNM Men's Club Soccer
- Leadership: Vice-Captain, Albuquerque Nepalese Club Soccer
- Participant: AI4ALL Ignite

*This resume was typeset using L<sup>A</sup>T<sub>E</sub>X.*