BISHWASH KHADKA

biswaskhadka10@gmail.com| 337-532-7202| linkedin.com/in/biswaskdk | github.com/biswaskdk | bishwashkhadka.com

EDUCATION

McNEESE STATE UNIVERSITY   May 2025
BACHELOR OF SCIENCE IN COMPUTER SCIENCE   **GPA 3.94**
- **COURSEWORK**: Software Engineering, DevOps, Adv. Data Structure and Algorithms, AI/ML, OOP, Cyber Defense, Web Development, Computer Organization & Architecture, Database Management, Structure Programming Language
- **ACHIEVEMENTS**: McHACKS 2.0 (**1st place**), **Outstanding Junior Award** in CS, ICPC (**3rd Place**), TruHacks 2024 (**3rd Place**)

TECHNICAL SKILLS

- **PROGRAMMING LANGUAGE**: Python, Java, Kotlin, JavaScript (ES6), C++, Golang, Prolog, GDScript
- **TOOLS**: React.js, Git, GitHub, Jest, Agile, Firebase, Linux, Android Studio, Figma, Jenkins, Storybook, Flask, Jinja2
- **CERTIFICATIONS**: TestOut Linux Pro, Project Management, Crash Course Python, Gaming Analytics, Android Development

EXPERIENCE

SWE FELLOW
Headstarter AI   July 2024 – August 2024
- Designed a **web scraper** to extract RateMyProfessor data and upsert into **Pinecone**; integrated with a custom **RAG pipeline** using **LangChain** and **OpenAI** to generate real-time, query-relevant responses.
- Developed a SaaS flashcard generator using **Llama 3.1** via the **Groq API**, integrating a **Stripe** paywall and pricing plans.
- Created a support agent using a **RAG pipeline** with **OpenAI** and **Pinecone**, tailored to company knowledge.

IT INTERN
Lavner Education, Rice University   June 2023 – August 2023
- Quickly adapted to weekly curriculum changes, delivering hands-on instruction in **Python**, **AI**, **game development**, **cybersecurity**, and video production, while providing IT support in a high-pressure, fast-moving environment.
- Deployed and maintained **100+** devices, configuring operating systems, imaging systems, and troubleshooting hardware/software issues using remote desktop tools to ensure **99%** uptime for camp operations.
- Optimized Python, and Java projects; mentored **40+** students and integrated Arduino and AI modules into STEM lessons.

TECHNICAL PEER MENTOR
CodePath   May 2025 - August 2025
- Mentored students through **1:1** session, helping solve Android and web dev challenges in **Kotlin** and **JavaScript**.
- Participated in 3 training and pilot mentor calls, shaping best practices for a program supporting **100+** students.

PROJECTS

GUFF AI (AI Powered Chat Assistant) – *Chrome Extension APIs | React.js | GPT-4o | Tailwind CSS | JavaScript*
- Developed Guff AI, a Chrome extension leveraging **Chrome Extension APIs**, **React.js**, **JS**, and **Tailwind CSS**, integrating **OpenAI GPT-4o API** for real-time, context-aware chat assistance and smart content extraction across platforms.
- Engineered a dynamic, responsive **UI** with customizable chat bubbles and persistent local storage, implementing advanced **DOM** parsing, asynchronous **RESTful API** calls, error handling, and unit/integration testing using **Jest**.

POKESTRAIL (McHACKS Hackathon) (**1st Place**) – *Flutter | Firebase | Firestore | Firebase Auth | Agile*
- Developed "PokesTrail," a mobile platform using Flutter and Firebase, connecting McNeese students with the local community for mentorship, resource-sharing, and event collaboration, winning **1st** place among **50+** teams.
- Applied Agile methodology and rapid prototyping to implement features like OAuth-based authentication, and mentor-matching; iterated over 6 development sprints to ensure performance, usability, and launch-readiness.

McNEESE BOOKHUB – *JavaScript | PHP | WAMP | SQL | HTML/CSS*
- Built a responsive frontend with **HTML**, **CSS** and **JavaScript** and secure **REST APIs** using **WAMP Server** to handle **PHP**.
- Designed and deployed a scalable **SQL** database, optimizing query performance by **30%** for product, and order data.
- Achieved 30% defect reduction using Waterfall with focused design and testing; launched with full feature set.

WAY OF THE FROG (2D Metroid Vania Game) – *Godot | GDScript | Aseprite | CI/CD*
- Engineered core gameplay mechanics in **Godot**, using **GDScript**, optimizing player mechanics for smooth transversal.
- Scripted **6+** NPC AI and boss mechanics for dynamic challenges, integrating custom pixel art assets into **Aseprite**.

LEADERSHIP & ACTIVITIES

SENATOR   Student Government Association
- Advocated for **1,500+** students in college of SEM and co-authoring **6** funding proposals, securing **$12,000+** in grants.

OUTSTANDING MEMBER   National Society of Black Engineers
- Recognized as Outstanding Member of the Year for achieving the highest engagement score with **100%** participation in all regional and national events, including **NSBE 50**, and representing the chapter at **McHacks 2.0 (1st)** and McHacks 1.0.

LAUNCH LEAD AMBASSADOR   Fizz Social, McNeese
- Led **46** ambassadors to launch a new social app, driving **2,000+** DAUs through optimized outreach and event execution.