

# Krishant Timilsina

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## PROFILE SUMMARY

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Ambitious and detail-oriented Software Engineer with a passion for crafting impactful solutions, from scalable web applications to innovative AI-driven projects. Adept at leveraging modern technologies to design, build, and deploy efficient systems. Strong leadership and collaboration skills, demonstrated through team coordination and cross-functional projects.

## SKILLS & INTERESTS

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**Programming Languages:** C/C++, Python, Dart, Go, JavaScript, TypeScript

**Frameworks & Tools:** Django, Flutter, Next.js, React.js, Remix.js, HTMX, Alpine.js,

**DevOps:** Linux, Docker, Kubernetes

**Interests:** Software Architecture, Blockchain, Artificial Intelligence

## EXPERIENCE

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### Full Stack Web Developer

Lelapa AI

January 2024 - Current

- Design and implement modern frontend solutions using appropriate front-end frameworks/technologies (HTMX, AlpineJS and ReactJS)
- Implement secure authentication and authorization flows for API key generation, rotation and access control.
- Co-manage the technical platform delivery by suggesting approaches and identifying key factors to guide technical development.

### Software Engineer

Himalayan Green Pvt. Ltd.

December 2024 - Current

- Build, fix, manage, deploy and monitor himaligreen.com's web and mobile platform including backend.

### Python Developer

Sandbox Software Pvt. Ltd.

October - November 2024

- Automating business tasks using Computer Vision.

### Frontend Developer (Freelance)

Lelapa AI

August 2024- January 2024

- Worked on demo day apps using Next.js.
- Integrated existing AI services like transcribe, translate etc. to a demo use case inside the app.

### Design Intern

Evakon Technologies

June – July 2023

- Worked on multiple design projects for the startup.

## EDUCATION

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### Bachelor of Engineering | Computer | Pulchowk Campus

2022 - Current

- Building a Serverless Platform for Minor Project
- Ranked in the top 0.8% of 13,000 applicants in the entrance exam
- Relevant Coursework: AI, DBMS, OS, OOAD, Software Engineering

Grade 11/12 | Science | SOS Herman Gmeiner Secondary School Gandaki (GPA: 3.54 /4)

2019–2021

SEE | Global Collegiate School (GPA: 3.85 /4)

2019

## PROJECTS

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### Voxel Engine

*A Minecraft-like game engine to render 3d world*

[github.com/krishantt/voxel\\_engine](https://github.com/krishantt/voxel_engine)

- Developed a Minecraft-like 3D rendering engine with efficient voxel mesh and shading techniques.
- Rendered real-time chunks of voxels to simulate large worlds for a game environment.

### Binary Plan MLM

*A platform to simulate network marketing concepts using Trees.*

[github.com/krishantt/binary-plan-mlm](https://github.com/krishantt/binary-plan-mlm)

- Created a platform to visualize and manage network marketing trees, simulating commission payouts.
- Added Kruskal's algorithm, and an implementation of AVL tree, Red Black Tree as a side feature to demonstrate the knowledge of Algorithms.

### Chess

*A multi-platform, multiplayer Chess game.*

[github.com/bigya\\_01/chess\\_rl](https://github.com/bigya_01/chess_rl)

- Built the logic and AI for chess.
- Programmed the UI using SMFL graphics library.

### Grapher-C

*A 2d graph plotter in C*

[github.com/krishtimil/grapher-c](https://github.com/krishtimil/grapher-c)

- Built the GUI system to add and plot the equations using raylib.

### Agrify

*A comprehensive app for farmers*

[github.com/krishtimil/agrify](https://github.com/krishtimil/agrify)

- Built the front-end part of the app in flutter.

## LEADERSHIP EXPERIENCE & ACTIVITIES

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### PDSC

*Coordinator*

*August 2022 - Current*

- Led a team of 50 to organize 10+ events, including workshops, with 300+ attendees.
- Initially worked as a general member for the first year, and Creative Lead for the next year.

### IEEE Pulchowk Student Branch

*Technical and Software Lead*

*April - December 2024*

- Managing the technical needs of the club.

### Hult Prize at IOE, Pulchowk Campus

*Graphics Lead*

*Sep 2023–April 2024*

- Designed all the graphics needs for the organization.

### LOCUS 2024/2023

*Design Chief*

*May 2022–April 2024*

- Manage a team of five members of designers for multiple events.
- Initially worked for a year as a Designer.

### CuriousWe

*Sponsorship Manager*

*June–July 2023*

- Helped reach various companies for sponsorship of the biggest entrepreneurship event on campus.

### Coding Olympics Nepal

*Graphics Designer*

*September 2022–Feb 2023*

- Designed illustrations and social media templates.

## CERTIFICATIONS

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### Machine Learning Specialization

*Coursera*

*Feb 2023*

## **Microdegree in AI, Machine Learning**

*Fusemachines*

*Mar 2023*

## **Microsoft Certified: Azure AI Fundamentals**

*Microsoft*

*Feb 2023*

## **AWARDS**

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### **Best Presentation | *Mobile Reuse Hackathon***

*Sep 2024*

- Prototyped a smart assistant for the visually impaired using old phones.

### **2nd Runner Up | *MBM Ideax Hackathon***

*Sep 2023*

- Proposed a platform to preserve languages through user-generated stories, gaining recognition for innovation.

### **Best Idea Award | *UxCam CodeCamp***

*Jan 2023*

- Recommending products based on user's action.
- Built the API and implemented the algorithm for the recommendation engine.

### **Best Presentation Award | *Lecathon***

*December 2022*

- Helping local businesses set up their site within seconds.
- Built the complete app from backend logic to UI.