

Aakankshya Shrestha

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EDUCATION

University of Central Oklahoma

Master of Science, Computer Science

Relevant Coursework: Front End Web Programming, Application Database System

Edmond, OK

Jan 2024 – Jan 2026(Expected)

Deerwalk Institute of Technology

Bachelor of Science, Computer Science & Information Technology

Relevant Coursework: Data Structures and Algorithm, Programming Languages

Kathmandu, Nepal

Nov 2016 – Nov 2020

EXPERIENCE

University of Central Oklahoma

Research Assistant

Edmond, OK

Mar 2024 – present

- Developed mobile games using Unity, AR Foundation, and C#, with 3D assets created in Blender.
- Conducted literature reviews and summarized insights on Large Language Models and their applications in Computer Science academia.
- Co-authored two research papers, one accepted for presentation at the 33rd SEDE Conference.

Yarsa Labs

Creative Designer (Games)

Kathmandu, Nepal

Nov 2021 – Dec 2023

- Leveraged industry-standard tools, including Unity and Blender, to prototype and create game characters, animations, and environments for mobile games.
- Collaborated on advertisement campaigns to design marketing materials, enhancing the visibility and appeal of apps and games, resulting in a 5% increase in conversion rate.
- Authored technical, tutorial-based articles for the company blog, focusing on game assets development.

PROJECTS

Personal Project

Summer 2024

Focus20 | JavaScript (React) | <https://react-screen-timer.vercel.app/>

- Developed a timer app based on the 20-20 rule to help users build healthier screen habits by reminding them to take breaks every 20 minutes.
- Integrated a to-do list feature that allows users to track tasks during screen sessions.

Personal Project

Summer 2024

Weather Waves | JavaScript (React) | <https://weather-waves.vercel.app/>

- Integrated Free Ip API (location data) and OpenMetro API (weather data) to create a web app with react charts to display the weather trends for the week in a graph.
- Implemented data fetching and state management to ensure real-time updates.

LEADERSHIP & VOLUNTEERING EXPERIENCE

Deerwalk Institute of Technology

Workshop Mentor and Organizer

Kathmandu, Nepal

Jan 2022 – Mar 2022

- Led weekly workshops on 3D asset creation for game development using Blender for beginners.
- Developed and organized a step-by-step instructional course, assigning and providing feedback on project tasks aligned with session topics.

TECHNICAL SKILLS

Programming Languages: C# (Unity), JavaScript (React), C, C++