

Apoorva Parajuli

(510)-374-9867
apoorvaparajuli0@gmail.com

github.com/apoorvaparajuli0
linkedin.com/in/apoorva-parajuli-66b994187
apoorvaparajuli.com

I am a recent Computer Science graduate with experience working as an independent software engineer developing and deploying custom web applications for clients using many tools and frameworks including Django, React.js, Next.js, Bootstrap, PostgreSQL, and more. I am looking for an opportunity to work as a Software Developer.

Education

B.S in Computer Science | University of San Francisco, August 2023

Relevant Coursework: Computer Architecture, Operating Systems, Programming Languages, Machine Learning, C and Systems Programming, Data Structures and Algorithms, Vector Calculus, Video Game Development, Game Level Design

Skills

Languages: C, C++, Java, C#, JavaScript, Python, HTML, CSS

Frameworks and Libraries: Django, Next.js, React.js, Node.js, ASP.NET, Blazor, Bootstrap, Flask, Express

Databases: PostgreSQL, sqlite

Other: Git, Docker, AWS, Vercel, Linux, NextAuth, Unreal, CMake, Postman, Heroku

Work Experience

Full-Stack Developer | April 2024-Present

Polypinion - Richmond, California

Tools Used: Flask, React.js, Vercel, PostgreSQL, SQLAlchemy, Bootstrap, OpenAI API, ClaudeAPI

Worked as a full-stack developer on the Polypinion web application. The application is designed to take any news article one finds on the web and separate the contained statements into facts and opinions, and provide the user with analytics regarding the rate of them. I also worked with the Google Analytics API to generate interaction analytics with the site and articles and subscription rates, and am now focusing on working with the OpenAI API in the backend and integrating it with our application.

Freelance Application Engineer | August 2023-Present

AAPAPI Coalition - Richmond, California

Tools Used: Django, React.js, Next.js, NextAuth, PostgreSQL, EC2, RDS, Vercel, Bootstrap

Designed and developed an outreach tracking and reporting system intended to track programs/projects and their respective activities carried out at the community level. This system also included budget tracking and generated reports that gave users insights into how their projects were going.

Projects

Master Class Project | Developer, January 2023-May 2023

Tools Used: PostgreSQL, Node.js, Express, React.js, Next.js, NextAuth, EC2, S3, RDS, Docker

- Developed a web application for course instructors and students to be able to communicate with capstone project sponsors more conveniently
- Used Node.js, React.js, and Next.js frameworks to develop app, deployed database to RDS and RESTful API to an EC2 instance

Heap Memory Allocator | Developer, January 2023-May 2023

Tools Used: C, xv6, gdb, git, RISC-V architecture

- Developed a malloc() implementation inside the xv6 operating system that used a doubly linked list to string together blocks of free and used memory
- Each block of memory would be preceded by a 32-byte header with information relevant to the block, and memory would be used conservatively so that no more memory was allocated than necessary

Rue | Developer, August 2021-December 2021

Tools Used: Niagara, Perforce, Blueprints, Behavior Trees, Blender, Unreal Engine

- Worked more with Niagara, particle systems and materials. Developed an extensive array of gameplay tools for the player controller including but not limited to wall running, ziplining, aerial takedown etc.
- Had access to Perforce so I was able to connect the various levels of different team members as one project and learned how to navigate the tool efficiently.