

Dipesh Baniya

Software Developer & Computer Science Graduate

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Profile

Computer science graduate with hands-on experience building web applications, database-driven systems, and machine learning models. Comfortable working across the stack with C, C++, Java, Python, JavaScript, PHP, and SQL, with additional practice in UI/UX design using Figma. Motivated, adaptable, and looking to contribute to real-world software projects as an intern or junior developer.

Education

Bachelor of Science in Computer Science and Information Technology (BSc.CSIT)

National College of Computer Studies, Kathmandu — affiliated with Tribhuvan University | 2022 – 2026

Technical Skills

Programming Languages	C, C++, Java, Python, JavaScript, PHP
Front-End Development	HTML5, CSS3, JavaScript, Responsive Web Design
Back-End & Database	PHP, SQL, JDBC, Database Integration
Computer Science	Data Structures & Algorithms, OOP, Problem Solving, System Logic
Machine Learning	Python, Data Preprocessing, Feature Selection, Scikit-learn, Classification, Linear Regression
UI/UX Design	Figma, Wireframing, User Flows, High-Fidelity Prototyping
Tools & Platforms	Git, GitHub, Visual Studio Code

Projects

Personalized Reading System — *Python, Flask, Machine Learning, HTML/CSS/JS, Database*

Web-based reading platform with personalized recommendations and ML-based reading-time prediction.

Advanced Parking Management System — *HTML, CSS, JavaScript, PHP*

Full-stack browser-based system for slot allocation, vehicle entry/exit, and fee calculation.

Parking Management System (C) — *C*

Console-based parking application using structured programming with arrays and structures.

Parking Management System (Java & SQL) — *Java, SQL, JDBC*

Object-oriented parking application connected to a relational database via JDBC.

Library Management System — *C++, OOP*

Class-based system managing books, members, and borrow/return workflows.

Cash Flow Minimizer — *Data Structures & Algorithms*

Graph-based greedy algorithm minimizing transactions needed to settle group debts.

Glass Classification — *Python, Scikit-learn, Machine Learning*

ML classification project predicting glass categories with model evaluation and comparison.

Art Selling & Buying Platform — *Figma, UI/UX Design*

High-fidelity UI/UX design for an online art marketplace covering buyer and seller journeys.

Strengths

Fast learner, organized and methodical, proactive and self-driven, strong problem-solving mindset, effective team collaboration, clear communication, sound time management, punctuality, and professional discipline — committed to following organizational standards and project requirements.