

SAPHAL K. POUDYAL

+1 (601)-307-9253 | saphalpdyl@gmail.com | Hattiesburg, USA
[GitHub](#) | [LinkedIn](#) | saphal.me

SKILLS

- **Languages:** C#, C++, Go, JS, Python, Dart
- **Tools:** SQL(PostgreSQL), MongoDB, GitHub, GitHub Actions, Jenkins, Postman, Unity
- **Design Patterns:** Clean Architecture with SOLID principles, MVVM, MVT

EXPERIENCE

The University of Southern Mississippi

Nov 2024 - Present

Undergraduate Research Assistant

Part-time / Remote

- Developing a research-based interactive gaming environment in Unity Engine using tools such as Blender, Adobe Substance Painter, Materialize and so on.
- Reviewing and filtering to provide quality data for research purposes.
- Created an AI-powered automated dev-log workflow between myself and supervisors in Google workspaces with Google Apps Script(GAS) reducing time required on reviewing by 17% (~7 minutes).

BTech Ltd.

May 2024 - Aug 2024

Flutter Developer

Remote

- Developed a Flutter based ERP(Entity Resource Planning) system following Clean Architecture and SOLID principles for efficient, scalable, and domain-oriented code.
- Implemented journal entries, journal ledgers, inventory management, billing and multiple different financial reports.
- Managed project timelines and deliverables to ensure on-time completion and high-quality results completing project 11 days earlier than the deadline.
- Collaborated with the client to gather requirements, provide regular updates, and incorporate feedback into the application.

Sipalaya Infotech Pvt. Ltd.

Oct 2024 - July 2024

Full-stack Python Developer SWE Intern | Oct 2024 - Apr 2024

- Developed, end-to-end, the CRM service for the Internet service company Beni communications's administrator web application using Django with PostgreSQL and React.js with Redux and Zustand along with Postman for testing APIs.
- Contributed in translation of PHP-based REST APIs into scalable Django implementations.
- Reformed the previous billing system with keyboard shortcuts and macros increasing user experience by 30%.
- Re-documented 99% of the views and service functions using PyDoc learning test driven development(TDD).
- Maintained Continuous Integration (CI) through GitHub Actions and Django Tests and communication through Jira.

EDUCATION

Bachelor's in Computer and Information Sciences

May 2028

The University of Southern Mississippi

Hattiesburg, MS, USA

- Hack@Davidson2025, North Carolina first runner up
- VOXO's "Hachathon" Hackathon 2024 Winner
- Undergraduate Research Assistant at the School of Construction and Design

PROJECTS

Melo spaces

Dec. 12 - Present

- An interactive virtual space for remote teams to work, and connect powered by React, Three.js and WebRTC. A clone of Welo- virtual spaces using native peer-to-peer connections through Node.js and web sockets through [Partykit](#).

Deepseek-go

Jan 2025 - Present

- A Go client built around the newly released Deepseek LLM.

Cohesion

Nov 10 - Nov. 16

- An AI-powered flow-based SQL assistant that powers SQL generation from a natural language prompt using LLMs
- Developed on Next.js powered by OpenAI's GPT-4 and hosted on Vercel with features such as docs generations, mock data generation and generation of ORM code such as Django or Prisma.

GCMS (Github-based CMS)

Nov 2024 - Present

- An CLI-based content management system written in Go to use Github as a storage solution.
- Created for the purpose of managing Kaggle notebooks to display on my portfolio