

Paudel, Bishow

*****, Eagan, MN, 55123, Cell Ph#*****, bishowpaudel@gmail.com

SUMMARY

- Seeking a full-time Software Engineer /Application Developer position
- 3+ years of experience in software development
- Experience using Java/J2EE technologies like JSPs, and Java Servlets, SWING, AJAX, and JDBC data access API.
- Experience with IBM Websphere Studio Application Developer.
- Experience in Object Oriented methodologies and Unified Modeling Language (UML)
- Good Knowledge in Software Engineering Quality Assurance Procedure and Life Cycle
- Familiar with the principal and practices in the field of Computer security.
- Knowledge of Object Oriented Design (OOD) Patterns and Architectures. Implemented several patterns like Singleton, Factory, Composite, Visitor, Session Façade, Adaptor, Mediator, Bridge, Visitor, State and MVC Pattern.
- Experience in programming and troubleshooting client server applications on UNIX
- Familiar with both UNIX and Window based Operating Environment.
- Willing to learn new technologies and ability to work in a group project or in an individual project.

EDUCATION

Master of Science in Computer Science, Dec 2007
St. Cloud State University (SCSU), St. Cloud, MN, USA

Bachelor of Engineering in Computer Engineering, March 2003
Pokhara University, Pokhara, Nepal

SCOPES OF SKILL

Development Environment	Visual Studio .Net, Visual Studio 6.0, Eclipse 3.1 for Java, NetBeans 5.5.1, JBuilder, Kawa, Dream weaver, IBM Websphere Studio Application Developer
Languages	C#, ASP.NET, VB 6.0, Java, C++, C, SQL, PERL
Scripting and Markup	JavaScript, AJAX, VBScript, HTML, CSS, XML, PL-SQL, DHTML, MPI-2, Unix Script
Databases	SQL Server 7.0/2000/2005, Oracle 8i/9i
Reporting Tools	Crystal Report,
Operating Systems	Windows NT/2000/XP, Windows Server 2000/2003, Unix, Solaris
OO Tools & Languages	Rational Rose 2000, UML
Web/App Server Technologies	Apache Tomcat, Microsoft IIS, IBM Web Sphere Application Server ASP.NET, ASP, ADO.NET, XML Web Service, J2EE, XML, Servlets, JSP, JDBC, RMI, Sockets, MPI /MPMD
Methodologies/Best Practices	OOP, OOA, OOD, Design Patterns
Microsoft Office Package 2007	MS Word, MS Excel, MS PowerPoint, MS Access, Microsoft Visio, Microsoft FrontPage, Microsoft Outlook

WORK EXPERIENCE:

- **Software Engineer** February 19, 2008- Present
Thomson West, Eagan, MN
 - *Responsibilities*
 - Participate in the design, development, testing and documenting of the next generation of Codes applications
 - Participate in software development process refinement
 - Generate innovative approaches and solutions to technology challenges
 - Work on multiple projects and manage time effectively
 - Effectively communicate timely and accurate status information to project leaders
 - Participate as a team member and assist other team members as needed
 - Work with end-users to define and correct issues.
 - Seek out and share technical knowledge with other members across the organization

- **Lab Consultant** September 2007- December 2007
Department of Computer Science Assisted Undergraduate, SCSU, St. Cloud, MN
 - *Responsibilities*
 - Assisted Undergraduate and Graduate student with the software and other technical support
 - Assisted faculty during classroom instruction
 - Assisted student for developing and debugging software projects

- **Intern Engineer** June 2007 – September 2007
Nuclear Management Company, Monticello, MN
 - *Responsibilities*
 - Developed MIS software (AOVWORLD), which deals with the management of various Air Operated Valves (AOV). AOVWORLD helps the AOV Engineer to examine and verify the AOV valves that are used in the Nuclear Power Plant.
 - Created design from the given use cases
 - Dealt with Security feature that controls the access of the user according to the role/privilege combination.
 - Analyzed and tested for software quality standards based on SQAP Standards.

- **Graduate Assistant/Teaching Assistant** Aug 2006 – May 2007
Department of Mathematics, SCSU, St. Cloud, MN
 - *Responsibilities*
 - Graded papers for MTH222 (Calculus)
 - Assist students in the Math lab.

- **Instructor** March 2003 - August 2006
Nepal Engineering College (*nec*), Kathmandu, Nepal
 - *Responsibilities*
 - Taught undergraduate courses and laboratory classes for Computer Science
 - Evaluated students based on assignments, and participation
 - Created tests, assignments, and lectures for the course
 - Led group discussions, prepared lab projects, graded assignments and delivered presentations
 - Course taught are*
 - Java Programming
 - Web Technology
 - Computer Network and Security
 - Object Oriented Programming.

PUBLICATION

1. Bishow M Paudel and Jie Hu. A Practical Method to Implement Asynchronous Iterative Algorithms on MPI and A Case Study for Asynchronous Self-Organizing Maps, *International Society for Computers and Their Applications- CATA-2008*

ACADEMIC PROJECTS:

- **Graduate Thesis Project**

Performance evaluation of Asynchronous Communication using parallel programming paradigm, MPI:

Study includes issues like computation and communication overhead in the multiprocessor environment. An implementation of Asynchronous Self-Organizing Maps was done for multiprocessor environment using MPI. Result shows that by asynchronous parallel implementation, the performance can be improved at least twice the performance obtained from the synchronous parallel implementation.

- **Java Projects (Object Oriented Programming using Design Patterns)**

GUI Warehouse System Implementing Object Oriented Database (OODB):

Expertise the concept of Object Oriented Programming System, which emphasized on the analysis and design pattern implementation. Implemented OODB for backend recordkeeping and flat file used to save data using Serializable.

Developed Data-Entry Window with Undo and Redo capabilities implementing various patterns:

Implemented the concept of Java Design Patterns in the Warehouse System. Beside Stack implementation a must pattern for Data-Entry Window's feasibility was Command pattern.

- **Network Programming Projects:**

Streaming Media server implementing Real-time Transport Protocol (RTP)/Real Time Streaming Protocol (RTSP) protocols

Implemented a Media Server that fragments and sends media streams client programs can accept and play. This project focused on utilization of RTP /RTSP protocols. RTP defines a standardized packet format for delivering audio and video over the Internet and RTSP allows a client to remotely control a streaming media server, issuing VCR-like commands such as "play" and "pause", and allowing time-based access to files on a server. Most of the projects required a multi-threaded environment.

- **Advanced Computer Architecture Projects:**

Simple Snooping Protocol Project:

Tracing memory access to evaluate the cache performance of Direct Memory Mapping by varying the block size and cache lines. Determining the hits and miss for cache.

Simulator for Tomasulo Algorithm for Instruction Level Pipeline:

Simulating Dynamic Scheduling using Tomasulo Approach for Instruction-Level Parallelism.

AREA OF INTEREST

- Object Oriented Analysis and Design Pattern
- Expert Web Systems and Intelligent Agents
- Computer Security
- Testing and Validation of Critical Software