

Srinath Shrestha

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EDUCATION

- **Bachelor of Technology in Computer Science and Engineering** 2022–2026
Bennett University, Greater Noida CGPA: 8.32
- **Class XII** 2022
Times Scholars Gurukul, Khurda, Odisha Percentage: 89.60%
- **Class X** 2020
St. Mary's School, Udala, Odisha Percentage: 87.80%

PROJECTS

- **Unix Shell (C) (*In Progress*)** (C, Linux)
Building a Unix shell in C for Linux to understand process management and operating system internals.
 - Implemented command execution using `fork()`, `execvp()`, and `waitpid()`.
 - Developed a command parser capable of tokenizing user input into executable commands and arguments.
 - Currently extending the shell with support for pipes, I/O redirection, background processes, and signal handling.
- **2D Car Racing Game** (C, Graphics Programming)
Developed a classic arcade-style 2D racing game in C.
 - Implemented the game loop, keyboard input handling, object movement, and collision detection.
 - Built custom rendering for sprites and game assets using a lightweight graphics library.
 - Focused on modular game logic and responsive gameplay mechanics.

EXPERIENCE

- **Backend Developer Intern** Jan–May 2025
SkyForge System Solutions
 - Engineered backend services for SIRTIKA, a production diagnostic assessment platform that evaluates organizations across multiple business domains.
 - Designed asynchronous report-generation pipelines using background task execution and concurrent processing, significantly reducing report generation latency.
 - Improved backend performance through lazy evaluation, selective database querying, cache management, and optimized data retrieval strategies.
 - Implemented atomic task state transitions to prevent duplicate execution and improve reliability of background processing.
 - Developed REST APIs, PostgreSQL database models, and core business workflows while contributing to production deployment and debugging.
- **Full Stack Developer Intern** May–Jul 2025
LinkVerse
 - Built internal automation tools that reduced manual work involved in certificate generation.
 - Contributed backend utilities used for infrastructure provisioning and deployment automation.
 - Worked in a collaborative Git-based development workflow.

SKILLS

Programming Languages: C, C++

Core Computer Science: Data Structures & Algorithms, Operating Systems, Computer Organization & Architecture, Computer Networks

Developer Tools: Linux, Git, GCC, GNU Make