

SAMBAT BHUJEL

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PROFILE

Highly motivated and recent software engineering graduate with strong foundational skills in Kotlin, Android, Jetpack Compose and Game Development using Unity and C# to create scalable and user-friendly solution. Passionate about building clean modern user interfaces and learning new technologies. Open to learn new programming languages, frameworks and tools as per requirements. Seeking an internship or entry-level opportunities to apply my skills in real-world projects.

PROJECTS

1. NotifyNest (Android) – Kotlin

NotifyNest is an android application which is built with the purpose of storing the notifications that are posted on an android device. This application works fully offline and uses Room Database for storing the notification data. The stored notifications can later be fetched through a simple and responsive UI. Some development features are described below:

- Developed using MVVM architecture with offline-first approach using Room Database.
- Integrated CRUD operations with LiveData + Flow.
- Uses service for listening the notification posted on the device and boot receiver for receiving the boot of the device.

View Project: [NotifyNest GitHub](#)

2. Ludo Game (Android / Windows) – C#

A classic Ludo board game build using Unity with support for single-player AI and local multiplayer. Includes smooth UI, animations and sound effects for an engaging gameplay experience. Some development features are described below:

- Developed complete turn-based gameplay logic using c# and Unity game engine.
- Implemented AI opponents using Prefabs, Scriptable Objects and modular architecture.
- Built custom UI using Unity UI Toolkit and TextMesh Pro with animations and sound effects.

View Project: [Ludo Game GitHub](#)

3. MovieManiac (Android) – Kotlin

MovieManiac is an android application which receives the Movies and Tv shows data from TheMoveDb.org API and it will have the feature of streaming the movie through the link that are already available on the internet. This application is being built with feature-based MVVM

architecture, Hilt for dependency injection, Room for database, Coroutines, Retrofit for network calling and many more. Currently this application is under development and 75% of the process is already completed.

View Project: [MovieManiac GitHub](#)

EDUCATION

- **Bachelor in Software Engineering**, Pokhara University (2021 – 2025)
Relevant Coursework: System design and architecture, Cloud computing, Data mining, Data Structures and Algorithms, DBMS, Image Processing, and many more.
- **+2**, Gandaki Boarding School, Pokhara (2018 – 2020)

TECHNICAL SKILLS

- Kotlin, Java, C#, HTML/CSS, JavaScript
- Jetpack Compose, Android SDK, Room Database, Hilt, Retrofit, Git, Firebase
- MVVM Architecture, OOP, UI/UX, SQL

SOFT SKILLS

Communication, Problem Solving, Teamwork and Collaboration, Adaptability and Flexibility, Time Management