ROHAN POUDEL

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EDUCATION

Bethune-Cookman University   Daytona Beach, FL
Bachelor of Science in Computer Science, GPA: 4.0/4.0   *August 2024 - Dec 2027*
- <u>Awards:</u> **Presidential Full-ride Merit Scholarship Recipient**, President's List (Fall 2024, Spring 2025)
- <u>Involvement:</u> B-CU Robotics Club, CodePath.org
- <u>Relevant courses:</u> Computer Programming I & II, Object-Oriented Programming, Calc I & II, Linear Algebra, Data Structures

EXPERIENCE

EcoCAR EV Challenge — Bethune-Cookman University   Daytona Beach, FL
Summer Research Intern   *May 2025 – Present*
- Collaborated with faculty researchers to integrate an open-source CNN-based real-time lane detection model using PyTorch and OpenCV for autonomous EV prototypes in the U.S. Department of Energy's EcoCAR EV Challenge.
- Optimized edge AI deployment on Jetson Orin AGX with ZED X stereo cameras, **improving lane-detection accuracy by 15% and reducing inference latency by 30 ms** compared to the previous faculty-developed CNN model.
- **Tested the lane detection system across 5,000+ driving scenarios**, validating performance and refining model parameters for robust operation in diverse, unmapped environments.

Apple HBCU C² Initiative   Daytona Beach, FL
Student Lead   *Jan 2025 - Present*
- Collaborated with a team of 6 to develop **Ascend, a Swift-based iOS app** for HBCU students that delivers personalized recommendations for majors and university-specific course paths based on student interests.
- **Presented Ascend among 25 HBCU teams** from across the U.S. at the annual HBCU C² Design Competition at Tennessee State University, showcasing the app to peers and industry mentors from NASA & Disney.
- Organized student workshops integrating iOS and macOS tools into classes, enabling 20+ students to earn Apple Teacher certifications and badges, while managing 30 Macs and 40 iPads to support a campus-wide iOS culture.

PROGRAMS & WORKSHOPS

CodePath.org   Remote
Technical Interview Prep & iOS App Development Mentee   *Summer 2024 & Summer 2025*
- Completed CodePath **TIP 102 and IOS 101** over two summers, dedicating 180+ hours to learning data structures, algorithms, Swift, UIKit, and application design fundamentals.
- Built 5 iOS apps in Swift, gaining hands-on experience with app development and UI design.
- Participated in 5 peer-based mock interviews, plus pair programming sessions and code reviews, solving 100+ algorithm challenges and improving collaborative problem-solving skills.

Stanford University   Remote
Code in Place Participant   *April 2023 - June 2023*
- Completed Stanford University's Code in Place Python program, dedicating 10+ hours per week for 10 weeks to coding projects and algorithm challenges while collaborating with 1,600 global learners, strengthening Python, problem-solving, and communication skills.

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C, Java, Swift   **Technologies**: AWS, React, Git, Xcode

PERSONAL PROJECTS

S3Drive 🔗 | *React, JavaScript, TypeScript, HTML/CSS, AWS S3, Material UI*   March 2024
- Developed a simple version of Google Drive using AWS S3 as backend storage for handling objects up to 5 TB in size.
- Implemented 3 core Google Drive functionalities including file upload, download, and multi-folder support.
- Used Material UI for a clean, responsive interface, enhancing user experience.

StormSnap 🔗 | *React, JavaScript, HTML/CSS, Weather API*   July 2023
- Developed a web-based weather application that provides real-time weather information based on user location input.
- Implemented 3 key features, including a 7-day forecast, temperature trends, and a responsive user interface.
- Integrated with Weather API to retrieve weather data and show information to users with a visually dynamic background.

ZenList 🔗 | *React, JavaScript, HTML/CSS*   June 2023
- Created a web-based task-management application that enables users to organize tasks.