

JEEVAN BHATTA

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EDUCATION

MINERVA University, San Francisco, GPA: 3.88/4.0

Expected Graduation: May 2026

B.Sc. in Computational Sciences (Computer Science and Artificial Intelligence)

Relevant Coursework: Data Structures & Algorithms, Multivariable Calculus, Probability & Statistics, Python Programming, Artificial Intelligence Algorithms, Dynamics of Design, Software Engineering, Machine Learning, Optimization

Founder and Lead at Minerva International Sports Society (MiSS), Active member of Google Developer Student Club

SKILLS

Programming Languages: Python, JavaScript, Prolog, R, HTML, CSS, SQL, JQL, PHP, Java

Software/Frameworks/Skills: Git/GitHub, Prompt Engineering, Matplotlib, NumPy, Pandas, Figma, Linux, Agile, SAFE

Framework, Classification, NLP, Vector Embedding, Jupyter Notebooks, Matplotlib, SciPy, **React**, Flask

WORK EXPERIENCE

Project Management Intern, National Association of Insurance Commissioners, Kansas City, MO *May 2024 – August 2024*

- Led data cleaning, established project hierarchy for **100,000+** issues, unified **20+** workflows, and designed multiple custom dashboards in Jira using JQL and SQL, providing valuable insights to Agile teams, executives, and Insurance Regulators
- Facilitated Agile Coaches in training **700+** employees across multiple locations and teams to standardize Agile practices
- Built and automated a **project intake model** for 50+ projects, reducing the project approval time by an average of 3 days

Software Engineer Intern, Expatrio, Berlin, Germany

January 2024 – April 2024

- Led a team of 5 business analysts and software developers to create a course and university recommendation [algorithm](#) with 20+ parameters from a web scraped database using Llama **API**, **vector embeddings**, and RAG model.
- Developed an interactive **chatbot** that collects user data and asks further questions until a required framework is complete

Teaching Assistant, Complex Systems, Minerva University, Seoul, South Korea

September 2023 – April 2024

- Mentored over 200 students from 50+ countries, providing rigorous evaluations and personalized support to foster academic growth and success
- Conducted comprehensive student assessments, offered actionable feedback, and facilitated a diverse and inclusive learning environment

Python & ML Instructor, iD Tech, Santa Clara, CA

June 2023 – July 2023

- Instructed 70+ students on **Python**, **JavaScript**, and **machine learning** fundamentals and applications, using personalized lesson plans and interactive coding projects at the NVIDIA HQ, UC Berkeley, and Sac State University
- Guided 22 students in developing real-time object detection projects using NVIDIA Jetson Nano, leveraging **Linux**, Python, **Docker** for containerization, and **Git** for version control; enabled them to deploy AI applications effectively

Information Technology Lead, Youth SF

May 2023 – June 2023

- Led the setup of 50+ computers and 30+ software installations, and created a curriculum for over 10 tech sessions, enhancing educational delivery at the summer camp.
- Digitalized organization database using Spreadsheets, Forms, and Docs, reducing daily administrative time by 20 minutes and encouraging automation and collaboration
- Revitalized social media and web presence by implementing Buffer, crafted 10+ posts with Canva, and redesigned organization website, leading to more efficient content management and increased engagement

PROJECTS

Chess AI (Python, Heuristics, Game Theory, Data Structures, Algorithm Design)

April 2024

- Designed and implemented Chess AI with four difficulty levels, including a "Pro" can win games even in **10 moves**
- Optimized AI performance using the Minimax and Alpha-Beta pruning, enhancing move selection efficiency by **60%**

Cafe AI Assistant (Python, Heuristics, Game Theory, Data Structures, Algorithm Design)

April 2024

- Built a Prolog expert system using PySwip and Python, improving café recommendation accuracy by 30%
- Developed a Textual-based UI in Python, streamlining café recommendations for users

Plagiarism Detector (Python, Bloom Filters, CBFs, hashing, Data Structures, Algorithms)

December 2023

- Engineered a plagiarism detection tool using Counting Bloom Filters (CBFs), achieving efficient text analysis by processing sequences of 4-grams, leading to about 50% reduction in memory usage compared to traditional hash tables
- Optimized the detection process with an $O(k)$ time complexity, ensuring fast and scalable identification of potential plagiarism, while balancing accuracy and false positive rates through advanced CBF implementation

Cropanion (GPT 3.5 API, Python, Classification)

February 2022

- Leveraged a Tree Classification Algorithm to predict the most suitable crop based on 7 key environmental factors
- Integrated OpenAI's API to create a crop manual and an intelligent chatbot to provide instant, reliable agricultural guidance

CERTIFICATIONS

Certified SAFe® 6 Practitioner, Scaled Agile

July 2024

DE&I Certification, DMK Consults

July 2024