

GIRBAN ADHIKARI

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EDUCATION

B.E. Computer Engineering

Graduating August 2025

Tribhuvan University

IOE Thapathali Campus

Relevant coursework: Data Mining, Microprocessors and Embedded Systems

PROFESSIONAL EXPERIENCE

Fusemachines, KTM: AI Fellow

Apr 2024 – Sep 2024

- Gained a strong foundation in machine learning and deep learning concepts, starting from the basics
- Explored advanced topics such as transformers, natural language processing (NLP), image processing, and MLOps
- Earned Microdegree in Artificial Intelligence - Oct 2024

ACADEMIC PROJECTS

Neoscapes - An Endless Runner Game

Spring 2022 – Fall 2022

Developed in Unreal Engine and C++ as a semi-third-dimensional endless runner game

- Created 3D models and animations using Blender to enhance game aesthetics
- Completed as part of the Object-Oriented Programming course, earning faculty recognition for innovation and creativity

Ghadi - A 3D Watch Visualizer App with Augmented Reality

Fall 2023 – Spring 2024

Developed a Unity-based mobile application that allows users to customize and visualize 3D watch models on their wrists using image and marker tracking with Vuforia.

- Implemented interactive 3D watch customization features with Unity and Vuforia for augmented reality visualization
- Supervised by the Head of the Department of Electronics and Computer Engineering

Synthetic Data Generation of EHR Using CTGAN, REaLTabFormer, and TabDDPM

Spring 2024 – Spring 2025

Evaluated the effectiveness of CTGAN

- Analyzed and compared the quality and performance of synthetic data generated by CTGAN, Transformers, and Diffusion Models for downstream machine learning tasks
- Supervised by the Head of the Department of Electronics and Computer Engineering

AWARDS

Batch Topper, Year II: 84 percentile

Apr 2022

- Achieved top rank in the batch with an 84 percentile score during the second year of undergraduate studies

Class Topper, Semester I: 86 percentile

Apr 2021

- Achieved top rank in the class with an 86 percentile score during the 1st semester of undergraduate studies

OTHER PROJECTS

Responsive Crime Monitoring and Instant Classification Utilizing AI on Live CCTV Feeds

Apr 2024 – Sep 2024

Part of the Fusemachines AI Fellowship

- Applied YOLOv8 and fine-tuned ResNet-LSTM models to accurately classify and detect violent incidents in live video streams
- Worked under the supervision of an industry expert in Computer Vision to enhance model performance and accuracy

ADDITIONAL

Programming Skills: JavaScript, HTML/CSS, React, C++/C

Technical Skills: Unity, Unreal Engine

Certifications: CS50's Introduction to Computer Science – Harvard University, Machine Learning Specialization - Stanford University, CS50's Web Programming with Python and JavaScript - Harvard University