Zoyace Shrestha

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EDUCATION

University of Nebraska-Lincoln (UNL)

Bachelor of Science in Computer Science,

GPA: 3.85 Lincoln, NE

SKILLS

Languages: C#, Javascript, Java, HTML, Python, Typescript, Unix, CSS, Sass, PHP

Development Framework: React.js, .NET Core, Angular, Ionic, Drupal, AEM, WordPress

Tools: Git, Github, Zenhub, Azure DevOps, Figma, Sketch, Travis CI, GSAP, SignalR, Socket.io, Microsoft 365 Soft Skills: Adaptability, Attention to Detail, Communication, Critical thinking, Learning Mindset, Teamwork, Organizational skills, Problem-Solving, Time Management

WORK EXPERIENCE

Front-End Developer Intern

EVERSANA-Intouch

Jun. 2023 - Dec. 2023

Kansas City, KS

- Engineered dynamic AEM components, templates, and pages using HTML, Sass, and JavaScript, driving heightened user engagement through captivating and responsive web experiences
- Improved website visibility and performance through XML sitemap optimization and JavaScript rendering, achieving 90%+ in QA, accessibility, and SEO benchmarks
- Collaborated with cross-functional teams, including designers, content authors, and back-end developers, to implement customized AEM solutions tailored to project requirements

Web Application Developer Intern

UNL Digital Experience, University of Nebraska-Lincoln

Sep. 2022 - May. 2023

- Lincoln, NE
- Developed and maintained dynamic websites using Drupal, JavaScript, PHP, GSAP, and Figma, guaranteeing optimal user experiences through responsive design, custom modules, and testing
- Led seamless migration from Drupal 7 to Drupal 10, boosting user-friendliness and driving a 27% surge in UNL department members' platform proficiency, fostering broader adoption
- Collaborated in Scrum, Sponsor, and Agile meetings to problem-solve, make decisions, and proactively update progress throughout the Software Development Life Cycle

Database Administrator Intern

Oct. 2020 - Sep. 2022

UNL Telecom, University of Nebraska-Lincoln

 $Lincoln,\ NE$

- Utilized query languages to organize telecom data within the Pinnacle database, resulting in enhanced data accessibility, usability, and overall productivity across the UNL department
- Managed client data confidentiality by implementing robust security protocols and permissions to comply with industry regulations, safeguarding sensitive information

Projects

Werner Announcement System

Aug. 2022 - May. 2023

- Integrated cross-platform banner announcement application for iOS and Android utilizing Typescript, Ionic, Angular, SignalR, and .NET Core within the company's infrastructure
- Managed comprehensive project documentation, including meeting minutes, burn down charts, status reports, project roadmap, and utilized Zenhub for effective project management
- Enhanced logistics efficiency with a 10% improvement in delivery status updates, optimizing operational processes

Online Blackjack & Solitaire Game

Jan. 2021 - Mar. 2021

- Created and deployed a 4-player online card game using React.js and Socket.io, providing an immersive and captivating gaming experience (Github)
- Incorporated Travis CI for testing and OWASP ZAP to automate security and ensure high-quality releases
- Established a CI/CD pipeline using OWASP ZAP to automate security and ensure high-quality releases