Anaya Koirala

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2028
May 2024
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Professional Experience

♥ Gettysburg, PA

Peer Learning Assistant for Computer Science (CS 111)

- Assist students and professor in class three times a week.
- Hold weekly PLA office hours for two hours, providing extra help and tutoring.
- Support the professor in distributing and managing class materials.

 \square koiran01@gettysburg.edu

Technologies

Programming Languages: Python, Rust, Java, C, SQL, HTML Systems: UNIX, Windows Tools: IAT_FX, Word, PowerPoint, Excel, Vim

Projects

SubHunt

- Purely audio based PvE video game focused on accessibility.
- Collaborated with computer science professor and peers for "Games for Blind Gamers 4" game jam.
- Utilized technologies including Godot Engine, GDScript, Audacity.
- Involved in game design, torpedo and sonar systems and play testing.

Music-Generating-LSTM-EE

- Conducted research for my IBDP Extended Essay, exploring music generation using artificial intelligence and generating the musical style of J.S. Bach.
- Received Grade: A (Highest)
- Utilized technologies including Python, LSTM, LATFX, Neural Networks, NumPy, and TensorFlow.
- Included the essay (pdf and tex file) in Essay.zip.

codeDP

- Dedicated desktop code editor for the IB Computer Science pseudocode.
- Technologies Used: Python, QT6, PySide6

Github 🗹

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Jan 2025 -

Relevant Activities

- Painted Turtle Farm, Volunteer (2024)
- ACM Leetcode Sessions, Participant (2024)
- Quizbowl Club, Participant (2024)
- Criminal Justice Collective Club, Secretary (2024)
- The Gettysburg Cinematics, Treasurer (2024)
- $\circ~$ The Gettysburgian (Campus Newspaper), Writer (2024–)

Languages

Fluent: English, Nepali, Hindi Intermediate: French