

Hemant Chaudhary

Computer Engineering Student | Builder | CS Enthusiast

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ABOUT ME

8th-semester Computer Engineering student at NAST who enjoys building things with real users on the other end. Most of what I've learned came from picking up projects slightly over my head and figuring them out.

EDUCATION

National Academy of Science and Technology (NAST)

B.E. in Computer Engineering - Affiliated to Pokhara University

8th Semester | Expected Graduation: November 2026

National Academy of Science and Technology (NAST)

Higher Secondary Education (Grade 11-12) | GPA: 3.10

Shree J.K Secondary School

Secondary Education Examination (SEE) | GPA: 3.80

SKILLS

Languages: Python, C++, C, Java, JavaScript, HTML, CSS

Frameworks & Libraries: Flask, Flutter, Bootstrap, Tailwind CSS, RESTful API

Tools: Git, GitHub, Docker

ACHIEVEMENTS & CERTIFICATES

Cyber Security Fundamentals Workshop

Certificate of Completion | 20 Hours

Completed a comprehensive 20-hour workshop covering core concepts in cyber security, including network security, threat analysis, and defensive practices.

PROJECTS

Study Tracker - Real-Time Collaborative Study App

Tech: HTML, CSS, JavaScript

- Built this to solve a personal problem: my friend and I wanted to hold each other accountable during exam season. It syncs study time live between two users.
- Tracks daily goals with animated progress bars, shows a 14-day history, and calculates who's ahead and by how much, which turned out to be surprisingly motivating.
- Designed with a dark theme and mobile layout so it actually works during late-night study sessions.

NAST Eat - Campus Cafeteria Ordering System

Tech: HTML, CSS, Bootstrap, Flask (Python)

- A web app that lets students and staff at my college order food from the cafeteria without queuing up in person.
- Handles user login, OTP verification, and a simulated payment flow. Learned a lot about session handling and form validation while building this.

SyncWave - Listen Together in Real Time

Tech: HTML, CSS, JavaScript, Supabase

- A room-based music player where one person hosts and everyone else auto-syncs to the same playback position.
- Supports drag-and-drop song uploads, a multi-track queue, and a live sidebar showing who's in the room. Used Supabase to handle the real-time state.

Bouncing Ball Applet

Tech: Java - JFrame, JPanel, Thread

- A small Java GUI project that got more interesting than expected: two balls bouncing independently using separate threads, with collision detection and random color changes on wall hits.
- Added speed control at startup and a mouse-click reset to the center, mostly to make it easier to demo during a lab session.

OUTSIDE OF CODE

I watch a fair amount of anime, read when I can, and occasionally get sucked into competitive programming problems, the kind where you're convinced there's no solution until there suddenly is.