

NISHAN POUDEL

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Education

University of the Southern Mississippi

Hattiesburg, MS | GPA: 3.96

Bachelor of Science in Computer Science and Mathematics

Expected Graduation: Dec 2025

- **Selected Coursework:** Data Structures, Algorithms, Software Engineering, Deep Learning, Number Theory, Data Analysis, Calculus IV, Partial Differential Equations, Machine Learning in Cyber Security, Intro to AI

Technical Skills

Programming: C#(5 years), Solidity(4 years), JavaScript(3 years), TypeScript(3 years), C++(2 years), Python(2 years), Java(1 year), Rust(1 year)

Software/Tools: Unity, Unreal Engine, ReactJS, NextJS, CI/CD, AWS, GitHub, Agile

Projects

TournamentHub – Full-Stack Tournament Platform & Game SDKs

[GitHub](#) — [Live Demo](#)

- Secured a \$10,000 grant from Stellar Blockchain to architect a full-stack tournament platform (Next.js) with integrated SDKs for Unity and Unreal Engine, enabling seamless game integration.

SonicPulse – Decentralized IoT Coordination Protocol

Hackathon Winner [GitHub](#) — [Live Demo](#)

- Won Honourable Mention and a 10,000 SONIC reward at a hackathon for developing a decentralized protocol on the Sonic blockchain for real-time coordination of autonomous vehicles and IoT devices.

Quantara – Decentralized GPU Marketplace with ZK Proofs

[GitHub](#) — [Live Demo](#)

- Engineered a decentralized GPU marketplace on Arbitrum, implementing Zero-Knowledge (ZK) proofs to enable private and verifiable off-chain computation for AI/ML tasks.

Experience

Journal of Cybersecurity, Digital Forensics and Jurisprudence

Published Research

Author – [View Publication](#)

Nov 2025

- **Paper:** *Unsupervised Anomaly Detection in OpenStack Logs via Fine-Tuned RoBERTa Embeddings*
- Developed a novel approach for detecting anomalies in cloud computing logs by leveraging fine-tuned RoBERTa embeddings, enhancing unsupervised threat detection capabilities.

Okto Wallet (CoinDCX)

Remote

Unity SDK Developer (Contract)

Dec 2024 – Feb 2025

- Engineered a comprehensive Unity SDK for Okto Wallet's Web3 functionalities, authoring extensive documentation and sample projects to simplify developer onboarding.

Cosmic Forces

California/Remote

Backend & Unity Developer

Mar 2022 – Aug 2025

- Built scalable C# REST APIs for blockchain features (Immutable NFTs, tokens) and optimized game performance by 50% using the Unity Profiler.

Shibaverse Metaverse

Remote

Lead Game & Blockchain Developer

Jan 2021 – May 2022

- Led development of core smart contracts (token, land NFTs) reaching a \$50M peak market cap, and integrated 3D assets in Unreal Engine.

Educative.io

Remote

Course Designer

Sep 2021 – May 2022

- Authored two popular programming courses (OpenCV in Python & C++), attracting over 1,700 paid students.

Freelancer

Remote

Programmer

Jan 2018 – Jan 2021

- Delivered 5+ client projects in game development and blockchain (NFTs, tokens), earning over \$30,000 on Upwork.