

Sambhav Karki

Moscow, ID 83843 — +1 971-222-9907 — ssambhavv@gmail.com —  Website: butterzhub.com

Professional Summary

Motivated and creative Software Engineer with hands-on experience across data pipelines, web and mobile development, and human-in-the-loop AI systems. Strong foundation in Python, C++, and modern frameworks like Flutter, Next.js, and Unreal Engine. Adept at building scalable solutions and contributing to interdisciplinary teams that blend AI, software, and design innovation.

Technical Skills

Programming Languages:	Python, C++, C#, Dart, JavaScript — applied in academic research, mobile app development, and AI-driven automation tasks.
Web Development:	Next.js, Tailwind CSS — built fast, responsive interfaces and personal portfolio websites with full-stack integration.
Mobile Development:	Flutter — created cross-platform apps emphasizing efficiency, UI coherence, and data synchronization.
Game Development:	Unity, Unreal Engine — designed and deployed interactive 3D environments and gameplay systems.
Machine Learning:	Python (TensorFlow, Scikit-learn) — implemented supervised models and data preprocessing pipelines for research prototypes.
Graphics & Design:	Blender (3D), Clip Studio Paint, Procreate, Adobe Photoshop, Adobe Illustrator — developed stylized assets and textures for games and digital art projects.
Tools & Systems:	Git, Docker, KVM, DMTF/DASH — practiced version control, virtualization, and automation in both local and collaborative dev settings.

Passionate about merging technical and artistic approaches, with continuous learning in AI model fine-tuning, embedded systems, and interactive media production.

Professional Experience

Software Engineering Intern

Lightcast — 05/2025 – 09/2025

- Developed human-in-the-loop data pipelines to improve generative AI model accuracy.
- Designed and refined labeling workflows for large-scale model evaluation tasks.

Virtual Fence Developer

Rangeland Center — 07/2024 – 01/2025

- Designed and implemented a virtual fence system using advanced communication technologies to improve livestock management efficiency.
- Developed device firmware and optimized system performance for real-time data processing.

Lead Tutor

University of Idaho — 06/2022 – Present

- Tutored college students in Calculus and advanced mathematics, improving student performance by 20%.
- Collaborated with professors to develop innovative teaching methods.
- Hired and supervised tutors to enhance operational efficiency.

Cybersecurity Intern

Cyber Bureau Nepal — 06/2021 – 11/2021

- Conducted network audits and vulnerability assessments, enhancing system security by 30%.
- Provided technical support and guidance to cybercrime victims.

Projects

- **Cloud Control and Support for Remote AMD Pro PCs** — HP 09/2024 – Present
- **Video Game Development** — Butterzone (Self) 05/2024 – Present
- **VR Development** — Meta 10/2024 – Present

Education

University of Idaho 2021 – 2025
B.S. Computer Science