Bharat Khadka

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Education

Georgia Institute of Technology

May 2027

Bachelor of Science in Computer Science

Atlanta, Georgia

Relevant coursework: Data Structures & Algorithms, Computer Organization & Programming, Linear Algebra,

Object-Oriented Programming, Discrete Mathematics

Skills

Technical Languages: Python, Java, C++, SQL, JavaScript, Lua, C#, HTML/CSS Frameworks: Flask, React, Selenium, Maven, TestNG, Django, Node.js, JUnit, Bootstrap

Tools: Git, GitHub Actions, Figma, Linux, Jira, Trello, OpenCV, PyTorch

Experience

Kroger Technology & Digital | Internship

May 2024 - August 2024

Software Engineer

Blue Ash, Ohio

- Reduced End-to-End testing time from 40 hours to 5 hours, enabling code to be deployed 87.5% faster by automating processes with Selenium WebDriver and IntelliQA robots.
- Increased automated test coverage by 10% by developing over 20 scripts using Java, Maven, TestNG, and Selenium, resolving 16 Jira tickets and accelerating sprint completion through Agile development.
- \bullet Lowered manual testing efforts by 40% by creating 7 API methods using Postman to simulate credit and debit card transactions, leading to increased workplace efficiency.

Projects

CatScan | Facial Recognition and Identification Using Machine Learning on Raspberry Pi November 2023 - Present

- Engineered a facial recognition system using OpenCV and C++ for accurate analysis of age, gender, and ethnicity.
- Enhanced feature classification using PyTorch to train ML models, leading to improved accuracy and detection.
- Created a web application that streamed a live camera feed and allowed users to view and access a database of recognized faces using HTML, CSS, and JavaScript.

Harvard CS50 | Computer Science Course Offered by Harvard

June 2023 - August 2023

- Enhanced database functionality by integrating SQL into Python applications for real-time data management.
- Achieved proficiency in web development by creating websites using HTML, CSS, JavaScript, Bootstrap, and Flask.
- Created applications to track stock prices, manage calendar scheduling, and compile user information using React.

Game Development | Hobby for Educational and Recreational Purposes

December 2022 - January 2024

- Created games and simulations to play on Roblox with Roblox Studios and Lua.
- Developed Minecraft server plugins using Java, Maven, and Spigot API.
- Recreated decommissioned games in Unity Studios using C# and Aseprite to replicate functionality and design.

FIRST Robotics Competition | Capstone For Associate's Degree

January 2021 - May 2023

- Developed an informational website for Respawn Robotics using React to increase brand recognizability.
- Created a scouting application to track and visualize robot performance during competitions using React and Firebase.
- Refactored 3 codebases from LabVIEW to Java, implementing Visual Tracking, Motion Profiling, Autonomous Routines, 3D Odometry, and Path-planning into competition robots to improve performance and functionality.

Leadership And Community Engagement

Video Game Development Club | Member

August 2024

- Developed core functionality for Chime, a roguelite isometric RPG, using Unity and C#.
- Collaborated with club members to create art designs and story dialogue for Chime, using Trello to manage tasks.

GT Big Data Big Impact | Member

August 2024

Asian American Student Association | Member GT Data Science | Member

August 2024 August 2024

CHEFS At GT | Member

Dungeons & Dragons | Member

August 2024

Society of Asian Scientists and Engineers | Member

August 2023 August 2023

FIRST Robotics Competition | Lead Programmer

January 2021

- Led a team of 55 to design and develop 4 robots within 6 weeks, securing 4th place in 7 regional competitions, 6th place in world championships, and winning 7 awards for excellence.
- Developed Gantt charts and schedules while facilitating day-to-day operations of team members to train 120 recruits.

Certifications

J.P. Morgan Software Engineering Virtual Experience on Forage

July 2024

• Generated a live stock-tracking graph that displays a data feed for traders using Perspective, TypeScript, and React.