

Harshaun Khehra

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(US Citizen)

Education

Bachelor of Science, Computer Science

California State University, Los Angeles

Graduated: May 2025

GPA: 3.9

Experience

Software Engineer Intern | Leidos QTC Health Services

August 2024 – Present

Python, Pytorch, ASP.NET Core, Angular, Azure

- Developed an AI/ML-powered Quality Management System (QMS) using **PyTorch**, **Python**, and **ASP.NET Core** to analyze survey responses, generate KPI data, and visualize trends on a dashboard, enabling data-driven improvements in service quality.

Project Committee

January 2024 – June 2024

Python, Pygame

- Led a team to organize and conduct hands-on workshops, enabling club members to develop an advanced **2D platform game** using **Python and Pygame**, increasing member proficiency in game development.
- Provided guidance during office hours, helping members **debug errors, understand concepts, and complete their projects**, leading to a **higher completion rate** and **improved participant confidence**.

Technical Skills

Programming Languages: Java, Python, C, C#, Swift, JavaScript, TypeScript, HTML, CSS, SQL

Tools & Technologies: Agile, Github, JIRA, Machine Learning, Azure, Linux, MySQL Database, MongoDB

Frameworks & Libraries: PyTorch, TensorFlow, Spring Boot, Django, React.js, Next.js, Bootstrap, Tailwind

Projects

Full Stack AI Interviewing Application (AIpplicant)

July 2024 – Present

Next.js, React.js, JavaScript, HTML, Tailwind

- Engineered a **full-stack AI interview platform** serving **10,000+ potential users**, integrating **OpenAI GPT-4**, **Vapi AI voice technology**, and **Supabase backend** to deliver **99% uptime** with **sub-2-second response times**, reducing interview preparation time by **80% for job seekers**.
- Built a **comprehensive interview management system** processing **500+ AI-generated questions daily**, featuring **real-time voice transcription (Deepgram Nova-2)**, **natural voice synthesis (PlayHT)**, and **automated feedback analysis** that provides **4-dimensional scoring** (technical skills, communication, problem-solving, experience) with **95% accuracy**.
- Developed a **scalable SaaS platform** with tiered pricing (\$5-12/month), **PayPal payment integration**, and a **credit-based billing system**, supporting **5 interview types** (Technical, Behavioral, Leadership, Problem Solving, Experience) across **5 duration options** (5-60 minutes), enabling recruiters to **create customized interviews in under 3 minutes**.

Full Stack POS Billing System

May 2025 – Present

Java, SpringBoot, React.js, JavaScript, AWS, HTML, CSS

- Built a **secure, role-based billing system** using **Java Spring Boot** and **JWT authentication**, enabling differentiated access for 3 user types (admin, employee, customer), and supporting seamless management of over **500+ users, products, and categories**.
- Integrated PayPal Checkout with dynamic tax calculation**, reducing manual payment processing time by **90%** and enabling users to complete transactions in under **10 seconds** through an automated cart and billing system.
- Configured Amazon S3 for scalable product image storage** and developed **15+ RESTful APIs** to manage users, transactions, and categories, resulting in a **40% improvement in load performance** and streamlined backend operations.

Full Stack Book Store Website

Jan 2024 – May 2024

Python, Django, HTML, CSS, Bootstrap

- Led a team of **six developers as a Scrum leader**, overseeing the development of a **dynamic bookstore website** that enabled users to post books, add favorites, search, write reviews, rate books, and engage in discussions on a message board.
- Developed the backend using **Django** and designed the frontend with **HTML, CSS, and Bootstrap** to manage user authentication, web pages, and core features for authorized users.
- Implemented smooth user interactions and real-time updates while managing the development process, setting deadlines, and conducting weekly meetings to ensure the timely delivery of a high-quality, fully functional website.

Space Invaders Game

Feb 2024 – April 2024

Python, Pygame

- Designed and implemented a Space Invaders game using Python, where a player can travel through obstacles to eliminate all of the aliens to win the game.
- Utilizing **Pygame**, sprite management, collision detection, and event handling to create a background and area for the player to traverse through.
- Create functional player, graphics, and sound effects to enhance the gaming experience.

Work Experience

7-Eleven Store Manager

Feb 2019 - Present

- Responsible for cash transactions, handling hot food, and general store maintenance at high occupancy.
- Managed store reports, inventory orders, cash deposits, and coordinated with zone leaders on upcoming promotions.