Harshaun Khehra

Los Angeles, CA | (714) 443-1770 | harshaunkhehra@yahoo.com | <u>github.com/hershykhehra1</u> | <u>linkedin.com/in/harshaunkhehra</u> (US Citizen)

Education

Bachelor of Science, Computer Science

California State University, Los Angeles

GPA: 3.9

Experience

Software Engineer Intern | Leidos QTC Health Services

August 2024 – May 2025

Graduated: May 2025

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 (Alpplicant)

July 2025 – 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, Diango, 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