

# Harshaun Khehra

Los Angeles, CA | (714) 443-1770 | [harshaunkhehra@yahoo.com](mailto:harshaunkhehra@yahoo.com) | [github.com/hershykhehra1](https://github.com/hershykhehra1) | [linkedin.com/in/harshaunkhehra](https://linkedin.com/in/harshaunkhehra)  
(US Citizen)

## Education

**Bachelor of Science, Computer Science**

**Expected Graduation: May 2025**

California State University, Los Angeles

**GPA: 3.9**

## Experience

**Senior Design Software Engineer Intern | Leidos QTC Health Services**

**August 2024 – Present**

- 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**

- Responsible for working with a team to lead multiple workshops that teach club members to develop an advanced project utilizing Python and Pygame to create a 2D Platform Game
- Host office hours to work one-on-one with members to help them understand the project material, debug any errors in their project, and help them finish developing their game.

## Skills

Languages: Java (Primary Language), Python, C, Swift, Javascript, HTML/CSS, SQL

Other: Object Oriented Programming, SQL Database, Software Development, Game Development, Git

Frameworks and Libraries: Spring Boot, Scikit Learn, React, Django, Bootstrap

## Projects

**Full Stack Recipe Website**

- Built a full-stack web application using **Spring Boot** and **Java FreeMarker**, allowing users to manage recipes through secure login credentials.
- Created a dynamic front-end with **jQuery** for recipe management and developed **RESTful APIs** with Spring Boot for efficient **CRUD operations** and front-end interaction.

**Space Invaders Game**

- 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.

**Full Stack Book Management System**

- Developed software that utilizes HTML, CSS, and **Bootstrap** to design webpage content and navigation.
- Used **Django** web framework for backend development to manage the various users and web pages, allowing only users with valid credentials to search or view the books, comments, and ratings.
- Scrum leader for a team of 6, managed project tasks on a weekly basis by setting deadlines and holding weekly meetings.

**SwiftUI Landmarks Application**

- Developed a comprehensive iOS application utilizing SwiftUI, showcasing various landmarks with detailed descriptions, images, and interactive maps.
- Integrated MapKit to display landmarks' locations on an interactive map, enhancing the user experience with real-time geographic data.
- Created a dynamic user interface including features like a favorite button, category-based navigation, and user profile management, ensuring a visually appealing and user-friendly design.

## Work Experience

**7-Eleven Sales Associate**

**Feb 2019 - Present**

- Responsible for cash transactions, handling hot food, and general store maintenance at high occupancy.