

Khasar Munkh-Erdene

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EDUCATION

University of Colorado - Denver
Bachelor's, Computer Science

August 2023 - May 2026
GPA: 3.8

PROJECTS & OUTSIDE EXPERIENCE

Termfolio - <https://khasarmunkh.com/>

- Built an interactive browser-based terminal portfolio where Docker dynamically spawns isolated Linux containers for each visitor, providing a sandboxed shell environment to explore projects.
- Implemented real-time I/O streaming via WebSocket between xterm.js frontend and containerized sessions with resource constraints and automatic timeouts.
- Deployed on AWS EC2 using Terraform and Github Actions for infrastructure and CI/CD.

SoloLeveler - github.com/KhasarMunkh/SoloLeveler-public

- Built a full-stack mobile productivity app with Expo/React Native frontend and Express/TypeScript backend, featuring real-time task management with a visual timeline interface.
- Implemented secure authentication using Clerk with OAuth support (Google, Apple) and JWT validation.
- Designed a RESTful API with MongoDB/Mongoose for CRUD operations.
- Developed optimistic UI updates for task completion, syncing state between React Native frontend and MongoDB backend.

UFC Match Prediction - github.com/KhasarMunkh/UFC_Match_Prediction

- Built a production-style UFC match prediction system in C#/ML.NET.
- Standardized ingestion, feature engineering, and training with a reusable TrainerBase abstraction; added categorical encodings and a custom Elo signal computed chronologically in a separate console tool.
- Using FastForest, the model achieved ~71% accuracy and 0.82 PR-AUC on a holdout set.

Esports Dashboard - <https://esportsdash.app/>

- A full-stack esports dashboard with a Go backend serving both data and frontend assets
- Integrated with the PandaScore API to fetch upcoming matches and team data, then rendered through the front-end using HTML, CSS, and JavaScript
- Implemented a lightweight Go HTTP server to deliver static assets, expose endpoints, and manage efficient request handling
- Designed the UI to display match schedules and team information.

Ascii Image Converter - github.com/KhasarMunkh/go-ascii

- Developed a command-line tool in Go that converts images into text-based representations, supporting standard ASCII, ANSI color, and Braille
- Designed modular packages for image reading, rendering, and format selection, enabling flexible usage and easy extension.

Realtime Multiplayer Tetris - github.com/KhasarMunkh/multiplayer-tetris

- Designed and developed a real-time multiplayer Tetris game using Node.js, Socket.IO, Canvas, and vanilla JavaScript, featuring matchmaking, game state synchronization, and competitive gameplay logic.
- Implemented custom game mechanics such as gravity, DAS/ARR, and player input buffering, with responsive UI and Elo-based ranking with real-time leaderboard updates.

SKILLS

Languages: JavaScript, TypeScript, HTML/CSS, Python, Go, SQL, C#, C, C++, Lua

Frameworks & Libraries: React, React Native, Next.js, TailwindCSS, Node.js, Socket.io, .NET, Prisma, Jest

Tools & Platforms: AWS, Docker, Terraform, Vercel, Postgres, MySQL, MongoDB, Postman, Linux/Unix, Git

CERTIFICATIONS

NVIDIA - Transformer-Based Natural Language Processing Applications - Building RAG Agents with LLMs

WORK EXPERIENCE

Starbucks

Barista Trainer

- As a Barista Trainer at Starbucks, I was responsible for training new baristas and ensuring they developed the skills necessary to deliver high-quality beverages and exceptional customer service
- Conducted hands-on group training sessions, covering key topics such as drink preparation, store operations, and adherence to Starbucks' standards.

Denver, CO, USA

June 2021 - Present