Laxmi Poudel

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OBJECTIVE: Seeking a challenging software engineering co-op position to grow skills. Passionate about engineering solutions to real-world problems. Available from May 2024 to August 2024.

EDUCATION:
B.S. Software Engineering, *Rochester* Institute of Technology   May 2025

RELEVANT EXPERIENCE:
Software Engineering Co-op, Saab Inc.   Jan 2023 – Aug 2023
Collaborated with a cross-functional team to develop Air Traffic Management solutions. Leveraged Agile methodologies to iteratively analyze, develop, and integrate SysMon module within the Cooperative Surveillance System (CSS). Played an integral part throughout the entire life cycle of creating solutions for new features in the Air Saturation Display (ASD).
- Implemented the feature and performed integration test in a controlled lab environment, ensuring seamless functionality
- Developed a feature to detect low-quality data from ADS-B and MLAT system
- Decreased configuration time by automating ASD configurations
- Provided technical support by troubleshooting and resolving software issues encountered by team
- Collaborated with the QA team to address any bugs or issues identified during testing phases, ensuring the delivery of high-quality software solutions
- Update WildFly Server to provide robust web services
- CSS has been successfully deployed and is widely utilized in airport operations worldwide

PROJECTS:
E-Store: FootWare, Introduction to Software Engineering   Feb 2022 – Apr 2022
Collaborated with a team of 5 to design and develop an E-Store website for buying and selling shoes online. Used team and project management tools like Discord and Trello to track progress and increase our efficiency. Led daily stand-up meetings to make sure requirements are being met and everyone is updated on the project's status. Primarily worked on the shopping cart feature and provided support to other team members on the wish list, inventory, and coupons feature.
- Analyzed the problem statement and created a comprehensive domain model
- Utilized Agile practices, including daily stand-up meetings and storyboarding, to ensure efficient project progression
- Verified unit tests to achieve 90%+ code coverage and comprehensive documentation to validate functionality and support design choices

Trivial-Trivia, Personal Project   *Jun* 2023 – Present
Trivial-Trivia is a personal project aimed at demonstrating proficiency in design patterns, principles, and Agile methodologies, while also serving as a collaborative learning experience.
- Utilized Scrum Framework to organize sprints and deliver Minimum Viable Products (MVPs) effectively
- Designed and implemented critical components such as User Authentication and Command Subsystems, applying industry-standard design patterns like Adapter for the database subsystem
- Mentored a colleague throughout the project, providing the guidance on the software engineering concepts and best practices
- Offered ongoing technical support to the mentee, facilitating their learning and integration into the project
- Conducted rigorous testing on each feature to ensure high quality and reliability
- Employed GitHub issues for effective project management, enabling seamless tracking of new features and tasks

Technology:
Language**:** Java, C++, Python, C, SQL, HTML, CSS, JavaScript, XML, XSLT, XSD
Tools: Jira, Jenkins, Git, Subversion, Trello, Spring, Maven, Angular, React, WildFly, MySQL, JSP, Servlets
Operating Systems: Linux/Unix, MS Windows, Mac OSX, iOS, Android