

# AABHAS KHAREL

SOFTWARE ENGINEERING MAJOR

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[github.com/aabhaskharel](https://github.com/aabhaskharel)

## TECHNICAL SKILLS

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|-------------------------|--|
| <b>Languages</b>        | C/C++, Python, SQL   |
| <b>Web &amp; Design</b> | HTML5/CSS/JavaScript, Vue.js, Bootstrap/jQuery, React-Native   |
| <b>Software Skills</b>  | Software Development Life Cycle, Software Design, MVC pattern, Object-oriented design, Algorithms, Data Structures, Version Control, Agile methodology |

## EDUCATION

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| <b>The University of Texas at Arlington</b> | (May 2020) |
| Bachelor of Science in Software Engineering |            |
| GPA 3.71                                    |            |

## PROJECTS AND HACKATHONS

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|---|---------------------------|
| <b>HackUTA 18 at The University of Texas at Arlington</b>   | (October 2018)            |
| <ul style="list-style-type: none"><li>Won Facebook's Best Community Building Project title</li><li>Built a web app in a group of four by implementing features to log hourly activity which produced simple but efficient data visualization</li><li>Gained a lot of front-end experience by using Vue.js, HTML5/CSS3 to design the front-end of the app</li></ul>    |                           |
| <b>HackRice 8 at Rice University</b>  | (September 2018)          |
| <ul style="list-style-type: none"><li>Won the Chevron company sponsored challenge</li><li>Built a web app in a group of three by implementing features to handle work orders and algorithm to manage word orders in Chevron complex process facilities</li><li>Gained experience of HTML5/CSS3 and jQuery/Bootstrap along with experience on some REST APIs</li></ul> |                           |
| <b>Cube Satellite</b>   | (February 2018 - present) |
| <ul style="list-style-type: none"><li>Currently leading the power systems team to design efficient power system set up for the Cube-Satellite</li><li>Built Cube-Satellite prototype using 3D Studio Max for preliminary design</li></ul>   |                           |
| <b>Peer-to-peer Distributed Blackjack Game</b>  | (January 2018)            |
| <ul style="list-style-type: none"><li>Designed and developed software in a group of three using C++/FLTK</li><li>Utilized the knowledge of software development life cycle, scrum and use case table</li><li>Used practical approach to software development through analysis, design and implementation, documentation, testing and maintenance</li></ul>            |                           |
| <a href="https://github.com/aabhaskharel">Other Projects at github.com/aabhaskharel</a>   |                           |

## WORK EXPERIENCE

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| <b>Treasurer</b>   | (February 2018 – present)   |
| Students for the Exploration and Development of Space, UTA-Chapter   |                             |
| <ul style="list-style-type: none"><li>Manage the finances of the organization by keeping track of all the expense, income and funding</li><li>Organize bi-weekly meetings to discuss the current standings of the organization</li><li>Coordinate and approach sponsors for various events and workshop activities</li></ul> |                             |
| <b>Specialized Tutor and Lab Assistant</b>   | (September 2017 – present)  |
| MATH LRC, The University of Texas at Arlington   |                             |
| <ul style="list-style-type: none"><li>Help students with their coursework by conducting weekly practice sessions and composing exam reviews to increase their productivity</li><li>Coordinate with Professor to conduct weekly quiz and semester exams</li></ul>   |                             |
| <b>Research Trainee</b>  | (February 2018 – June 2018) |
| Department of Computer Science and Engineering, UTA  |                             |
| <ul style="list-style-type: none"><li>Designed and Implemented Efficient Trie Structure in C and performed data tests</li><li>Researched on various tree based key-value storage for small data items</li></ul>  |                             |