

AABHAS KHAREL

SOFTWARE ENGINEERING MAJOR

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TECHNICAL SKILLS

Languages	C/C++, Python, Java
Web & Design	HTML5/CSS/JavaScript, Vue.js, React-Native, Bootstrap/jQuery
Applications	Adobe Photoshop, MS Visual Studio

EDUCATION

The University of Texas at Arlington	(May 2020)
Bachelor of Science in Software Engineering	
GPA 3.71	

WORK EXPERIENCE

Treasurer	
Students for the Exploration and Development of Space, UTA-Chapter	((February 2018 – present))
- Manage finances of the organization	
- Organize fundraising programs	
Specialized Tutor and Lab Assistant	
MATH LRC, The University of Texas at Arlington	(September 2017 – present)
- Assist the professor and help students with their coursework	
- Organize review sessions to increase productivity of the students	
Research Trainee	
Department of Computer Science and Engineering, UTA	(February 2018 – June 2018)
- Worked in a team of three to implement an efficient Trie structure in C	
- Researched on various tree based key-value storage for small data items	
Supplement Instruction Leader and Peer Educator	
University Tutoring and Supplement Instruction, UTA	(September 2017 – May 2018)
- Guided students in various courses (C/C++, Calculus, Statistics) and conducted review sessions	

COMPETITIONS AND PERSONAL PROJECTS

HackRice 8 at Rice University	(September 2018)
- Won the Chevron company sponsored challenge	
- Built a web app in a group of three to optimize the work order process in Chevron complex process facilities	
- Designed the front-end and some REST APIs	
Cube Satellite	(February 2018)
- SEDS-USA funded long term project	
- Designed preliminary structure and project time frame	
- Currently leading the power systems team and contributing in the ground system control software	
Peer-to-peer Distributed Blackjack Game	(January 2018)
- Designed a software in a group of three using C++ and FLTK	
- Made use of Scrum, Version Control and performed software testing	
Mav's Ice cream Emporium	(October 2017)
- Designed a GUI management system in a group of four using C++ and gtkmm	
- Made use of Scrum, Version Control, Debugging Tools, UML Diagrams and Class Diagrams	

ACHIEVEMENTS

Outstanding Freshmen Scholarship at UTA	(Fall 2016)
- Worth \$24,000 over the period of four years	