Aabhas Kharel

Software Engineer — Actively Seeking full time opportunities

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Technical Skills

Programming	Python, C/C++, SQL, C#/.NET, Java
Web & Design	HTML5/CSS3/JavaScript, BootStrap/jQuery, Vue.js, Flutter, Flask
Knowledge of	Git, Scrum, Object-oriented design, Agile Software Development, MVC pattern, Unit Testing, Software Development Life Cycle, Software Design Patterns, Algorithm & Data Structures

Education

The University of Texas at Arlington (May 2020)

Bachelor of Science in Software Engineering
GPA 3.74

Experience

Incoming Information Services - Intern
Mouser Electronics (Mansfield, TX) (June 2020)

Mobile Application Developer - Intern
kootumb multimedia private limited, remote (July 2019 – November 2019)
- Completed the training provided on Flutter and Firebase technology
- Contributed to multiple projects (android/iOS applications) using Flutter
- Tools used: Flutter, Firebase

Front End Developer - Intern
Got It - startup based on Pisa, Italy (March 2019 – June 2019)
- Designed and developed the front end prototype for the official web app using Vue.js framework
- Worked on the UI/UX improvements to enhance the web app
- Tools used: HTML/CSS, Vue.js

Research Trainee
Department of Computer Science and Engineering, UTA (February 2018 – June 2018)
- Designed and Implemented Efficient Trie Structure in C and performed data tests
- Researched on various tree based key-value storage for small data items

Projects and Hackathons

CardRoot - Web Game (August 2018 - November 2018)
- Built a web app containing three different card games using C#/.NET along with HTML/CSS/JavaScript
- Implemented bot features along with a three difficulty levels for single player mode
- Deployed online using Microsoft Azure

HackUTA 18 at The University of Texas at Arlington (October 2018)
- Won Facebook's Best Community Building Project
- Built a web app in a group of four to log hourly activity which produced simple but efficient data visualization
- Designed and developed the front-end using Vue.js along with HTML5/CSS3/JavaScript

HackRice 8 at Rice University (September 2018)
- Won the Chevron company sponsored challenge
- Built a web app in group of 3 to optimize the work order process in Chevron complex process facilities
- Designed and developed the front end using HTML5/CSS3/JavaScript and handled REST APIs entry points

Peer-to-peer Distributed Blackjack Game (January 2018)
- Designed and developed software in a group of three using C++/FLTK
- Utilized the knowledge of software development life cycle, scrum and use case table
- Used practical approach to software development through analysis, design and implementation, documentation, testing and maintenance