Aabhas Kharel

Software Engineering Major

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Technical Skills

Languages	Python, C/C++, SQL, C#/.NET, Java
Frameworks	Vue.js, Flutter
Web & Design	HTML5/CSS/JavaScript, Bootstrap/jQuery
Software Skills	Agile methodology, Scrum, , Version Control, Software Development Life Cycle, Software Design, MVC pattern, Object-oriented design, Algorithms, Data Structures

Education

The University of Texas at Arlington (May 2020)

Bachelor of Science in Software Engineering
GPA 3.7

Experience

Mobile Application Developer - Intern

kootumb multimedia private limited, remote (July 2019 – present)
- Follow the provided training based on Flutter and Firebase
- Develop android/iOS applications using Flutter

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

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 HTML5/CSS3/JavaScript
- Implemented bot features along with a three level difficulty for single player mode
- Deployed using Microsoft Azure to make in available online.

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 and jQuery/Bootstrap 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

Other Projects at github.com/aabhaskharel