Aabhas Kharel

Software Engineering Major

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Technical Skills

Proficient	Python, C/C++, HTML5/CSS, JSON, JavaScript, Bootstrap/jQuery, SQL, Vue.js, Flutter
Exposure	C#/.NET, Java, JUnit, NoSQL, Node.js
Software Skills	Scrum, Git, MVC pattern, Unit Testing, Object-oriented design, Algorithms, Data Structures
	Agile Software Development, Software Development Life Cycle, Software Design Patterns

Education

The University of Texas at Arlington (May 2020)

Bachelor of Science in Software Engineering
GPA 3.72

Experience

Mobile Application Developer - Intern

kootumb multimedia private limited, remote (July 2019 – November 2019)

- Completed the training provided on Flutter and Firebase technology
- Contributed in multiple projects (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 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

Other Projects at github.com/aabhaskharel