

Badral Khurelbaatar

kbadral@gmail.com
(437)986-6318 | Toronto, Canada
Github | LinkedIn

EDUCATION

Carleton University

Honors Bachelor of Computer Science, Minor in Mathematics

Ottawa, ON

Expected Graduation May 2023

GPA 4.0/4.0

Scholarships/Awards: Dean's List, Faculty of Computer Science Scholarship

EXPERIENCE

Trade and Development Bank of Mongolia

Mobile Software Engineer (Java, Linux, SQL, git, Android Studio)

Ulaanbaatar, Mongolia

May 2020 - December 2020

- **Mobile Development** Developed, documented a mobile application (functional on Android) using MacOS, Android Studio Code, and Java. The application permitted Employees to select a training session, and scan a QR code for attendance
- **Documentation** Created application documentation, release notes, and update notes as needed
- **Unit testing** Developed and used Junit for Automation testing
- **Hardware fix** Fixed and Re-Formatted damaged company Computers, and re-installed software

Carleton University

Teaching Assistant: Introduction to Systems Programming (C, GDB, Linux)

Ottawa, ON

September 2021 - December 2021

- **Assignment Grading** Graded students' assignments and gave relevant feedback to students
- **Tutorials** Led, taught, and marked weekly tutorials to ensure students fully understood the lecture material
- **Office Hours** Engaged with students by conducting weekly office hours to help debug students' assignment code

TECHNICAL SKILLS

- **Programming Languages:** Python, Java, C++, C, JavaScript, SQL, MongoDB, Bash
- **Web Frameworks:** React.js, Node.js, Express.js, Pandas, Numpy, SciPy, PyGame, Pip
- **Tools/Environments:** Git, Windows, Linux, MacOS, gdb, Visual Studio, JetBrains, MS Office
- **Languages:** English, Mongolian

PROJECTS

- **Farm Stats** Report Generator implementing data taken from StatCan
C++ (STL, gdb), Git
 - Designed and implemented a code that is separated into object design categories
 - Modelled using UML Diagrams for trouble-free project maintainability
 - Implemented memory efficient data structures for reduced code run-time
- **N-Queens AI Solver** Implemented a Genetic artificial intelligence algorithm to solve the classic chess problem
Python (numpy, pygame)
 - Used AI to place n queens on n x n chess board, where no queens attack each other
 - Applied chromosome representation to represent the chessboard and genetic operations like Mutation and Crossover to find the solution
 - Developed a Pygame GUI to display the solution to the user