CHINKHUSEL BATSUURI

SOFTWATE ENGINEERING INTERN

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Portfolio : https://khuslee0409.github.io/Portfolio/

PERSONAL STATEMENT

I am a highly motivated and quick-learning Software Engineering student, graduating in 2027, with a strong foundation in Java and a passion for building efficient, scalable solutions. I thrive on solving problems and continuously improving my skills through hands-on projects and learning opportunities. Determined and adaptable, I am eager to contribute to real-world software development as an intern and grow alongside a team of experienced engineers.

TECHNICAL/SOFT SKILLS

- Java/JavaFX
- Java Spring
- REST/API
- Java Security/JPA/Hibernate

- Java Spring MVC
- MySQL Database/SQL
- Git/Github
- HTML/CSS

- Software Design
- Testing/Debugging
- Collaboration/Team projects
- Communication/Presentation

EXPERIENCE

Mentor - MON-USA education   **Mar 2022 - Mar 2023**

- Teaching English to children in ages 8-13 years
- Conceptualising complex English tenses and grammar into simple concepts for ease of understanding for the students.
- Responding to questions asked by parents and students.

Hospitality   **June 2023 - Present**

Experience in fast-paced hospitality environments such as McDonalds and Catering Assistance, supporting food preparation, buffet service, and customer service while maintaining high standards of cleanliness and food safety. Demonstrated ability to work efficiently under pressure, collaborate within a team, and communicate clearly to deliver consistent, high-quality service to customers.

PROJECTS

Vertical Lift Bridge Project – MQ UNI   **Nov 2025 - Dec 2025**
ENGG2000 Systems Design

- Designed and implemented an automated vertical lift bridge system using an ESP32 microcontroller, integrating ultrasonic sensors, motor control, and LED warning systems.
- Developed embedded C/C++ control logic to manage bridge opening/closing, including hysteresis handling, safety timeouts, and emergency stop functionality.
- Integrated sensor-based automation to detect approaching marine vessels and trigger coordinated motor movement and traffic warning signals.
- Collaborated in a multidisciplinary engineering team, contributing to system integration, testing, debugging, and final prototype deployment.
- Conducted iterative testing and troubleshooting of both software and hardware, resolving timing, sensor reliability, and circuit integration issues.
- Documented design decisions, risk assessments, and weekly progress in accordance with engineering project management and reporting standards.

MP3 player - https://github.com/khuslee0409/MP3player   **Oct 2025 - Dec 2025**

- Developed a desktop MP3 player application in Java using JavaFX, featuring playlist management, song navigation, and playback controls.
- Implemented audio handling with JavaFX MediaPlayer, including play, pause, stop, volume control, and progress tracking.
- Designed an intuitive GUI using FXML and MVC principles, ensuring clear separation between UI and application logic.
- Managed file I/O for loading, saving, and deleting audio files, ensuring data persistence across sessions.
- Handled resource cleanup and state management to prevent memory leaks and playback errors during scene transitions.
- Packaged the application into a standalone distributable (JAR/EXE), addressing JavaFX runtime and dependency issues for end users with JDK

Student Planner (Full-Stack Desktop Application)   **Dec 2025 - Feb 2026**
https://github.com/khuslee0409/TaskPlannerFrontEnd
https://github.com/khuslee0409/TaskPlanner (Backend)

- Developed a full-stack student planner windows desktop application enabling users to manage tasks, schedules, and personal productivity.
- Built the frontend using JavaFX with structured MVC design, responsive UI, and form validation.
- Implemented a Spring Boot REST API with secure authentication and access.
- Designed and integrated a MySQL relational database with JPA/Hibernate for persistent storage.
- Implemented JWT-based authentication for secure login and session handling.
- Deployed backend and database to the cloud using Railway, enabling public API access.
- Configured environment variables and production database connectivity for scalable deployment.
- Tested API endpoints using Postman and validated full client-server integration.
- Managed project source control using Git/GitHub with structured commits.

Snakes and Ladders game   **Feb 2022 – Mar 2022**

- Windows-based Snakes and Ladders game using Visual Basic, supporting local two-player gameplay.
- Designed a user-friendly and visually engaging interface suitable for players of all ages, with a focus on accessibility for younger users.
- Implemented core game logic, turn-based mechanics, and win-condition handling for smooth gameplay.
- Extended the classic game by introducing a custom skill system, allowing players to choose from three unique abilities that provide strategic advantages.
- Enhanced competitiveness and replay value through gameplay innovation, combining chance-based mechanics with player-driven strategy.

EDUCATION

Bachelor of Engineering (Software) Macquarie University   **July 2023 - Present**

- Strong foundation in Java
- Working on coding assessments under a team/individual
- Solving coding/software engineering problems

Epping Boys High School   **Sep 2020 - Nov 2022**

- Mathematics Advanced HSC
- Physics HSC
- English as an Additional Language/Dialect HSC
- Business Studies HSC
- Software Design and Development HSC

ATAR = 80.10

ADDITIONAL INFORMATION

- **Languages:** English, Mongolian