

MICHAEL KHA

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Education

Rochester Institute of Technology

B.S. in Software Engineering

Minor in Computer Science and in Mathematics

GPA: 3.70, Dean's List

Aug. 2017 - Present

Expected May 2022

Projects

Thirteen

Jan. 2019 - Present

- Creating a JavaFX application that runs by hosting a server to play a card game.
- Working on the back-end to model the domain and the rules of the game.
- Clients are able to choose and join a server to start playing with one to three other clients.

Tools: Java, JavaFX, JUnit, Mockito, Maven, Git

Elevator Simulation

Nov. 2018 - Present

- Applying concepts learned in a modeling class to simulate elevator traffic in a building.
- Utilizing the producer-consumer pattern in Java to create and perform tasks via threading.
- Generating and reading input files to initialize simulation state.

Tools: Java, JUnit, Git

Checkers Web Application

Sept. 2018 - Dec. 2018

- Led a team of students to develop a website hosting a checkers game server.
- Required to use a provided software architecture and a scrum framework.
- Made major design decisions within the system for the team to implement.
- Contributed to development, test coverage, and documentation.
- Became proficient in working with routes in Spark Java and writing HTML pages.

Tools: Java, Spark Java, Freemarker, HTML, JUnit, Mockito, JaCoCo, Maven, Git

Skills

LANGUAGES: Java, Python, C, Ruby, HTML, CSS

FRAMEWORKS: Flask, Spark Java

TOOLS: Git, Slack, Trello, Unix, Build Tools

HIGHLIGHTS: AGILE, SCRUM, SDLC, Concurrency, Design Principles, Relational Modeling, Unit Testing

Activities

Society of Software Engineers

Member

Student organization that houses mentoring hours, software team projects, company visits, and other events.