

MICHAEL KHA

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EDUCATION

Rochester Institute of Technology

Rochester, NY

BS Software Engineering, Minor in Computer Science & Mathematics, GPA 3.7

May 2022

Coursework: Computer Science I and II, Intro to Software Engineering, Engineering of Software

Subsystems, Mechanics of Programming, Web and Mobile I, Discrete Mathematics, Multivariable

Calculus, Linear Algebra, Probability and Statistics I, Combinatorics

PROJECTS

Library Book Management

Tasked to design as a team, a management system solution for maintaining information regarding books and visitors. Modeled a high-level design through diagramming subsystems to be implemented. Searched books by retrieving data from Google Books API. Delivered as a command-line interface and as a JavaFX application. (Java, JavaFX, Maven, API, Git, MVC, Design Patterns, UML, Slack, Trello)

Thirteen Card Game

GitHub

Creating an online version of a playing card game. Analyzed the game to produce an initial domain and class structure. Researched the rules for the business logic. Wrote unit tests that attained 90% code coverage. Currently developing the view and controller components. (Java, JavaFX, JUnit, Maven, Git, MVC, UML)

Web Checkers

Worked as a team to create an online checkers application. The team analyzed the problem into a domain model and its functional requirements. Acted as lead architect by designing class structure using MVC architecture, highlighted in a design document. Implemented iteratively over three sprints. Achieved 95% code coverage and three stretch goals beyond the minimum viable product. (Java, Spark, Freemarker, JUnit, Maven, Git, UML, Slack, Trello, Scrum)

Elevator Simulation

GitHub

Simulated elevator traffic in a building. Modeled the elevator's state through the usage of tasks being produced by person objects. Simulation initialized through parsing a generated input file to begin. Statistic provided after each run about the time it took to complete tasks. (Java, Git, Threading)

Personal Website

khacoding.com

Employed basic fundamentals of web design to build a personal website. Utilized Flask to locally host website during development. Gained working knowledge of web development using HTML and CSS . Learned domain hosting to deploy a static website. (HTML, CSS, Git)

SKILLS

Programming Languages: Java, C, Python, Ruby

Web Frameworks: Spark, Flask

General Technologies: Git, HTML, CSS, JavaScript, SQL, Web API

Software Engineering: Agile, Scrum, Development Life Cycle, UML, Unit Testing

PROFESSIONAL EXPERIENCE

Flower City Lawn and Landscape

Rochester, NY

Landscape

May 2015 - Present

Assisting in operations, training new employees, and emphasizing equipment safety.