Nick Khoury

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WORK EXPERIENCE

Software Engineer Intern

Select Computing Inc.

10-3-16 - present

Ashwin Project

Minneapolis, MN

- Design, code, test, debug, and document software in an agile environment, including application framework components for use by other development teams, integrating pattern into design for reusability.
- Offer technical leadership to team members through written/verbal communication, documentation, and example.
- Contribute to a central repository in collaboration with other teams of a CMMI Level III organization to define supporting infrastructure and software tools needed to run and monitor software in a largescale environment.
- Collaborate in an agile environment as part of a team of front-end software developers, along with other developer teams, the lead developer, and the scrum master toward the design and architecture of software and infrastructure that meets project goals of sustainability, extensibility, security, maintainability, availability, resiliency, and scalability.
- Clearly identify, articulate, assess, and present risks, design implications, architectural decisions, issues, and a plan of action to leadership. Implement the approved action plan while maintaining control of and monitoring risk.

Software Engineer

StoneLAW PLLC

7-1-16 - 9-1-16 Plymouth, MN

Automation App

- Independently designed and implemented a full software system with user interface that automated the process of populating template documents in Microsoft Word. Developed incrementally in conjunction with customer feedback.
- Maintain and update software each month according to any issues from the customer.

EDUCATION

Bachelor of Science, Computer Science

6-15-13 - 12-17-16

College of Science and Engineering, University of Minnesota

Minneapolis, MN

Coursework: Computer Security, Computer Networks, Network Administration, Operating Systems, Software Engineering, Artificial Intelligence, Computer Architecture, Algorithms, Computational Theory, Program Design and Development, Programming Languages, Data Structures, Elementary Computational Linear Algebra, Discrete Math.

PROJECTS

Security Extension for Google Chrome

10-15-16 - 12-10-16

- Contributed to a team of two other developers in the implementation of security software designed to secure the web browsing experience for web surfers using Google Chrome.
- Successfully detected and exposed maliciously manipulated context of web elements on vulnerable web sites. Keeps web surfers safe from clickjacking attacks and has low rate of false positives.
- Conducted experimental evaluation to measure effectiveness of the mechanism using a model of the real world.
- JavaScript, PhantomJS, JQuery, ImageMagick, Ubuntu Linux.

Translation Software

9-1-15 - 12-10-15

- Contributed to a software development team with another developer, used central repository system for collaboration and feedback from leadership on quality.
- Designed, tested, implemented, debugged, and documented a software program in an iterative environment, to build a program that generates a proper C++ program from a Forest Cover Analysis Language program.
- Built a scanning component using Regex matching to generate tokens as a linked list, built a parsing component that generates nodes as an abstract syntax tree, each node has a C++ instruction to pair with in order to convert.
- C++, Doxygen, UML, Git, Ubuntu Linux.

Reliable Network Messenger

7-1-15 - 8-15-15

- Collaborated with another developer in the design, implementation, testing, debugging, and documentation of a software program consisting of a network client component and a network server component.
- Ensured reliability of messages between the client and server with acknowledgements and an md5 checksum for files sent, implemented the sliding window protocol, guaranteed free of memory leaks with Valgrind.
- C++, Valgrind, Vim, Ubuntu Linux.

SKILLS

- Advanced: C, C++, Java, Python, Csh, VBA, JavaScript, HTML, CSS, UNIX, Windows, Microsoft Office
- Intermediate: Assembly, XML, JSON, SQL, PhantomJS, JQuery, Vim, Visual Studio, Macintosh, Valgrind, GDB