

# LHAKPA SHERPA

SOFTWARE DEVELOPMENT ENGINEER

<https://sherpai.com>

[justin@sherpai.com](mailto:justin@sherpai.com)

+1-206-751-4339

Seattle, WA 98105

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## EDUCATION

BSc in Computer Science  
Seattle Pacific University

Sep 2016 - Jun 2020

- Honors: Dean's List (8/12 quarters), Office of Global Engagement Outstanding Leadership Award, 3.45/4.00 GPA.
- Related Coursework: Data Structures and Algorithms, Operating Systems, Database Management, Systems Design, Software Engineering, Web Development, Human-Centered Design, Computer Organization, Technical Writing.
- Involvement: SPU Developers Club, International Students Club, Social Media Assistant, Intramurals Soccer.

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## TECHNICAL

- Programming Languages: C++, C#, C, JavaScript, TypeScript, Python, HTML/CSS, Dart.
- Dev Tools: Flutter, Node.js, Bootstrap, ASP.NET, MySQL, MongoDB, AWS, Unity 3D, Figma, Adobe XD, Asana, Jira, Git.

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## PROJECTS

Spotted ([github](#)), *Software Engineer*

Mar 2020 – Jun 2020

- Developed a cross-platform mobile application aimed to facilitate communication between college students regarding help with academics, social, and housing questions. Worked in all layers of the stack with two other members. Learned State Management, Agile (Scrum) Methodology, and Project Management.
- Frontend: Dart (Flutter); Backend: Typescript, Node.js, Sequelize, MySQL, AWS Elastic beanstalk, Travis CI.

Bubul ([bubulapp.com](#)), *Application Designer*

Jan 2020 – Jun 2020

- Research and Design project in collaboration with SPU Arts department. Initially started with the goal of promoting and leveraging generosity within the campus to help students in need. With COVID-19 we instead ended up designing a mobile application that would facilitate community building and information resource management for institutions via virtual interaction.
- Collaborated with a group of eight students from various disciplines and conducted campus-wide research, survey, and analysis to better understand the problem and proposed a solution using principles of Human-Centered Design.

Parking Tracker ([project details](#)), *Programmer*

Mar 2019

- An NB-IoT system designed to check the location and occupancy of parking spots and keep track of parking time. Participated in a Hackathon with a team of 5, developed an embedded system to collect and analyze data from electronic sensors with C, and used Twilio Cloud Services over T-Mobile network to notify drivers and management via text message.

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## WORK EXPERIENCE

Software Engineer/Co-Founder, *Studimore - Seattle, WA*

Jun 2020 – ongoing

- Partnered with a friend to take our senior project to next level by forming a Start-up and working to bring our app to the public. Studimore (Study More) will provide a platform for students to mentor each other and promote growth within the campus community leveraging the expertise and experiences of every student.
- Lead front-end development and UI design tasks. Maintain iOS and Android repository to ensure cross-platform functionality of Flutter App.
- Work closely with students, conduct surveys and polls to gain insights on requirements, and ensure product quality.

Computer Science Instructor Intern, *ID Tech Camps – UW, Seattle, WA*

Jun 2019 – Jun 2020

- Developed and taught unique curriculums designed for children aged 8-16 focused on programming concepts in (JavaScript, C++, C) and Game design (Scratch, Game Maker Studio).
- Received an average of 9.6/10 in Instructor Ratings from roughly 160 reviews and about 30% students returned for an additional week of camp.

Tech Services Specialist/Supervisor, *SPU Library – Seattle, WA*

Jan 2017 – Jun 2020

- Provided end-user support and resolved technical issues within the Library.
- Superior customer service and smooth administration led to two promotions within my first year of work.
- Provided leadership and direction for student workers including supervision, orientation, and training.

President/Founder, *High School Robotics Club – Kathmandu, Nepal*

May 2013 – Jun 2015

- Founded a Robotics Club in high school for the first time. The club has yielded more than 15 national awards up to date and is continuing to help students explore, learn, and grow.
- Lead a school team of 5 students in various robotics competitions: two National runner-up titles, one International participation (NRC IIT Bombay, India).