

# Ameer Khalil

(386)-262-5586 | ameerkhalil795@gmail.com | [linkedin.com/in/ameer-khalil-5b4b6525b](https://www.linkedin.com/in/ameer-khalil-5b4b6525b) | [github.com/KhalilAK](https://github.com/KhalilAK)

## Education

---

### University of Central Florida

Bachelor of Science in Computer Science

Jan 2024 — Aug 2026

## Experience

---

### LumroaClear

Co-Founder & Developer

Sep 2025 — Present

- Launched a mobile billing manager app that pulls real-time insurance data (EOBs, coverage, benefits) from major payers — Aetna, UnitedHealthcare, Cigna, Ambetter — via the Patient Access API (FHIR standard)
- Engineered a full-stack architecture using React Native (iOS), Node.js/Express, and PostgreSQL to sync and store payer data across user accounts
- Architected a FHIR-compliant data pipeline that normalizes and stores payer responses across multiple accounts, enabling real-time benefit comparison and EOB tracking in a single unified interface

### City of Daytona Beach

IT Intern

May 2026 — Aug 2026

- Supporting helpdesk operations and troubleshooting software and network issues across city infrastructure

## Projects

---

### Simple PL/0 Compiler | C

Jun 2025 — Jul 2025

- Constructed a PL/0 compiler in C that parses source code, generates assembly-like instructions, and executes them on a custom virtual machine
- Implemented core compiler features including a hashed symbol table, nested lexical scope resolution, and activation record management for the VM's call stack
- Achieved end-to-end compilation by handling lexical analysis, parsing, code generation, and VM execution within a single pipeline, with scoped symbol resolution supporting up to multiple nested lexical levels

### Polygon Renderer | C, WINAPI

Feb 2025 — Mar 2025

- Produced a 2D polygon renderer in C that lets users customize and draw polygons with up to 30 sides, rendered through a native WinAPI windowed GUI
- Leveraged C and WinAPI for windowing and input handling, applying trigonometry and geometric algorithms to calculate and transform vertex positions accurately

### 2D Game Engine | C#

Feb 2024 — Jun 2024

- Developed a 2D game engine from scratch as a Windows desktop app, supporting rigidbody physics, collision detection, customizable shapes with color, and scene saving/loading
- Architected in C# using .NET as a Windows application, applying OOP and SOLID design patterns across the rendering, input, and physics subsystems
- Shipped a fully functional engine supporting multiple simultaneous rigid bodies, real-time collision response, persistent scene serialization, and a custom render loop running at consistent frame rates on Windows desktop

## Skills

---

**Programming Languages:** Java, C/C++, C#, TypeScript, JavaScript, HTML/CSS, Python

**Frameworks & Libraries:** Node.js, WINAPI, .NET, Three.js, React Native, React.js, NumPy

**Tools:** PostgreSQL, Git, Express.js, VS Code

**Concepts:** REST APIs, Object-Oriented Programming, Data Structures & Algorithms