Kevin Ly

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EDUCATION

Bachelor of Science in Computer Science, George Mason University   Expected May 2026 | Fairfax, VA
- GPA: 3.58

SKILLS

Languages & Databases: Java, JavaScript, TypeScript, Python, C, HTML, CSS, PostgreSQL, KQL

Frameworks & Libraries: React, Node.js, Express, Tailwind CSS

Tools & Methodologies: Git, Linux, SharePoint, Figma, Agile, RESTful API, UI/UX Design (Wireframing, Style Guides, User Flows), Microsoft Office Suite

Security Clearance: T4 Public Trust

PROFESSIONAL EXPERIENCE

Software Engineer Intern, Federal Reserve Board   May 2025 – Present
- Built 18+ modular SharePoint UI components and collaborated with stakeholders to launch a multipage SharePoint site with dynamic, query driven data views, improving data accessibility for federal developers and designers by approximately 30%.
- Leveraged Microsoft Graph and SharePoint Search REST APIs into custom SharePoint components to dynamically render user profiles and backend data, enhancing personalization and data visibility across secure federal systems.
- Collaborated with a cross functional team of 4 in a Linux environment to implement 30+ UI/UX and performance improvements in a legacy Python/Flask application, enhancing load times and usability under Agile sprints and peer reviews.
- Designed 26+ high fidelity UI component wireframes and a multipage website wireframe in Figma, accelerating frontend development by approximately 25% and improving design cohesion across internal federal platforms.
- Developed a scalable design system from scratch, including style guides, user flows, and wireframes to onboard developers and designers, ensuring UI consistency and Section 508 accessibility compliance.
- Created SharePoint based asset matrices connecting modular components and multipage sites to backend data schemas, ensuring consistent data integration and long term maintainability.

TECHNICAL PROJECTS

Quadsaic (Game Hub), React, CSS, JavaScript ⧉   Jul 2024 – Sep 2024
- Built a feature rich game hub using React, reimagining classic games like Wordle and Word Search with unique customizations and interactive sound effects for an engaging user experience.
- Developed dynamic gameplay mechanics including adjustable difficulty, streak bonuses, and a multifaceted point system to enhance user engagement and replayability.
- Implemented client side data persistence using Local Storage to track game progress, user settings, and generate detailed end of game summaries.

Petal Vogue (E-commerce Platform), React, CSS, JavaScript ⧉   May 2024 – Jun 2024
- Built a responsive React based e-commerce platform with dynamic product pages, variant selection, and simulated user reviews to emulate real world UI complexity.
- Developed robust client side functionalities, including multicriteria product sorting system, dynamic search, and a persistent cart and wishlist management system for enhanced usability.