

Kevin Ly

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EDUCATION

Bachelor of Science in Computer Science, George Mason University
• GPA: 3.58

Expected May 2026 | Fairfax, VA

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 – Aug 2025

- Built 18+ modular SharePoint UI components and collaborated with stakeholders to launch a multipage SharePoint site with dynamic, query driven data, improving data accessibility for federal developers and economists.
- 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 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.

TECHNICAL PROJECTS

Tracer (Desktop Automation Tool), Python, PySide6, Pynput 🔗

Aug 2025 – Aug 2025

- Developed a cross-platform desktop automation application with an encrypted save/load functionality, customizable hotkeys, and adjustable settings to securely automate repetitive workflows, boosting overall productivity.
- Implemented a robust PySide6 interface with dynamic feedback, multithreading, and comprehensive error handling to ensure smooth and reliable performance during recording and playback.

Quadsaic (Game Hub), React, CSS, JavaScript 🔗

Jul 2024 – Sep 2024

- Developed a feature rich game hub using React, reimagining classic games like Wordle and Word Search with 7 unique customizations options and interactive sound effects for an responsive user experience.
- Implemented dynamic gameplay mechanics including adjustable difficulty, streak bonuses, a multifaceted point system, and a contextual hint feature, boosting replayability and delivering a more rewarding player experience.

Petal Vogue (E-commerce Platform), React, CSS, JavaScript 🔗

May 2024 – Jun 2024

- Developed a responsive React based e-commerce platform featuring 30+ products each containing a dynamic page, variant selection, and simulated user reviews to emulate real-world UI complexity.
- Implemented robust client side functionalities, including 9+ product filters, dynamic search, and a persistent cart and wishlist system, streamlining product discovery and enhancing overall usability.