

# Kevin Ly

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## EDUCATION

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**Bachelor of Science in Computer Science**, George Mason University

Expected May 2026 | Fairfax, VA

- GPA: 3.58

## SKILLS

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**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 (Word, PowerPoint, OneNote)

**Security Clearance:** T4 Public Trust

## PROFESSIONAL EXPERIENCE

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**Software Engineer Intern**, Federal Reserve Board

May 2025 – Present

- 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.
- Designed 22+ high fidelity UI components and a complete website wireframe in Figma, accelerating frontend development and improving design cohesion across internal federal platforms.
- Built 14+ 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.
- 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.
- Created SharePoint based asset matrices connecting modular components and multipage sites to backend data schemas, ensuring consistent data integration and long term maintainability.
- Collaborated with cross functional teams to implement 30+ UI/UX and performance improvements in a legacy Python/Flask application, enhancing load times, usability, and resource access under Agile workflows and peer code reviews.

## TECHNICAL PROJECTS

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**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.