

Chris Kau

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Education:

California State University, Long Beach

Bachelor of Science: Computer Science

Expected: May 2026

- International Collegiate Programming Contest (ICPC): Solved algorithmic and optimization problems, applying analytical skills, data structures, problem solving strategies, and team collaboration.
- Relevant Coursework: Data Structures & Algorithms, Object Oriented Programming, Database Fundamentals, Software Development with Frameworks.

Work Experience:

The Coder School, Cerritos/La Palma

Coding Coach

July 2024 - January 2026

- Instructed students in 2:1 sessions in Python, Roblox/Lua, and HTML/CSS/JS, strengthening multitasking, communication, and time management.
- Mentored children by reverse-engineering games and projects tailored to their interests fostering group work, project management, and tutoring skills.

G2 Software Systems, San Diego

May 2025 - August 2025

Software Engineering Intern

- Applied strong problem solving and analytical skills to design, implement, and maintain a full stack web application in an Agile Scrum Environment, collaborating closely with engineers and Quality Assurance.
- Designed and implemented scalable frontend and backend components using Javascript, Svelte, HTML and RESTful APIs to improve system functionality and user experience.
- Used GitLab to create feature branches, submit merge requests for peer reviews, and support automated CI/CD pipelines for builds and deployments.
- Developed unit and end-to-end tests with Vitest and Playwright to validate UI behavior and ensure accurate data flow across application features.
- Obtained U.S. Secret Level Security Clearance.

Personal Projects:

StickiTIme - github.com/Chris-Kau/StickiTIme

April 2025

- Developed a cross-platform application featuring a pomodoro timer, customizable sticky notes, and a bookmarks panel using Electron, React, and Node.js.
- Implemented a responsive and maintainable UI with React, Tailwind, and Vite, enhancing user experience

Canvashark - github.com/Chris-Kau/Canvashark

October 2024

- Built a full stack web application integrating a third-party REST API (Canvas LMS) via Node.js, displaying assignments in a drag-and-drop to-do interface, deployed on Vercel.
- Implemented custom task creation and draggable sticky-note components for flexible, intuitive task management using React and Tailwind CSS.

Stardew Valley Item Locator Mod - github.com/Chris-Kau/SDV-Item-Locator

August 2024

- Implemented Breadth First Search pathfinding algorithm on adjacency lists and rendered shortest routes via C# SpriteBatch overlays.
- Built an in-game User Interface system with binary-search autocomplete, search history, keybinds, and response layout using Stardew Valley Modding API.
- Implemented data indexing and search with persistent config; adopted by 2,000+ players.

Stardew Valley More Sorting Mod - github.com/Chris-Kau/sdv-more-sorting

April 2024

- Built a C# sorting system using selection sort to organize container data via Stardew Valley Modding API.
- Implemented configurable settings and persistent options via Generic Mod Config Menu API, enabling user customization and adoption by 2,000+ players.

Skills:

Programming Languages: Python, JavaScript, TypeScript, C#, Java, C++, HTML5, CSS, Lua

Frameworks & Libraries: Svelte, React, Electron JS, .NET, Node.js, Tkinter, Tailwind CSS, Playwright, Vitest

Tools & Technologies: Github, GitLab, Docker, Jira, SQL, PostgreSQL, MongoDB, Linux, Jenkins, RESTful APIs

Development Practices: Agile / Scrum, CI/CD Pipelines, Feature-Branch Workflow, Code Review, QA Testing, MVC