Devan Kavalchek

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Education

Rochester Institute of Technology, Rochester, NY
August 2020 - May 2025
- Pursuing Bachelors in Software Engineering
- Member of codeRIT

Andrews Osborne Academy, Willoughby, OH
2018 - 2020

Montessori High School, University Circle, OH
2016 - 2018

Projects

Genetic Algorithm - *Machine Learning Program*
- A machine learning algorithm based on evolution, nature, and survival of the fittest.
- Developed with Python.
- Built to teach myself more about machine learning.

Corner Clerk - *iOS/Android App*
- **ClayHack2020 Winner: Best Project Design**
- Developed as an iOS and Android Application
- Architected with Flutter and Firebase
- Developed to make grocery shopping much more convenient for college students

Firefly - *iOS/Android App*
- Developed as an iOS and Android Application
- Architected using Flutter and the Philips Hue API
- Allows users to control smart lights with their phone

Experiences

ClayHack, Rochester, NY - 2020
- Participated in an 8 hour hackathon
- Collaborated with a friend and developed an iOS and Android application using Flutter
- Won Best Project Design

Ludum Dare 39 - 2017
- Participated in a 72 hour game jam/hackathon
- Architected a video game using Unity and C#

World Maker Faire, New York City, NY - 2016
- Volunteered at World Maker Faire in New York City
- Helped set up events and booths

Relevant Coursework
- Software Development & Problem Solving I
- Project-Based Calculus I
- Web & Mobile I
- Computing Exploration Seminar
- Introduction to Cybersecurity
- AP Computer Science Principles

Programming Languages
Python
Dart
Javascript
Unity C#
HTML
XML
CSS

Frameworks/ Libraries
Flutter
Firebase

Tools
Git
Command Line
VS Code
Vim

Skills
- Proficient in test driven development
- Detail oriented
- Excellent collaborative skills

Awards
ClayHack 2020 - Best Project Design