

Devan Kavalchek

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Projects

Genetic Algorithm - *Machine Learning Program*

- A machine learning algorithm based on evolution, nature, and survival of the fittest
- Developed with Python and utilizes test driven development
- 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 with Flutter and the Philips Hue API
- Allows users to control smart lights with their smartphone

Experiences

ClayHack, Rochester, NY - 2020

- Participated in an 8 hour hackathon
- Collaborated with a friend to develop 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 and coordinate booths at the event

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

Relevant Coursework

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

Programming Languages

Python
Dart
JavaScript
Unity C#
HTML
XML
CSS

Frameworks/ Libraries

Flutter
Firebase

Tools

Git
Powershell
Unix Command Line
VS Code
Vim

Skills

- Proficient in test driven development
- Detail oriented
- Excellent collaborative skills
- Fast learner
- Experienced in object oriented programming

Awards

ClayHack 2020 - Best Project Design