

Devan Kavalchek

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Education

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Software Engineering (3rd year of 5 year program)

Dean's List Spring 2021 to Present

Member of Society of Software Engineers

Work Experience

Software Engineer (Co-op) @ Wayfair | Boston, MA

July 2022 - Dec 2022

- Utilized TypeScript and Redux to fix, maintain and update internal marketing tools that are used to design and deliver billions of emails and push notifications every day.
- Resolved the highest number of story points in a single month on the frontend notifications team for the year.
- Eliminated hundreds of code smells in the codebase to improve code health.
- Passed JavaScript and coding standards proficiency assessment.
- Took ownership of OKR objective to migrate API endpoints from PHP Monolith to Java Spring Boot. Migrated existing SQL data into the new database.
- Took complete ownership of a feature from idea to completion. Utilized algorithmic principles to design and implement it independently. Demoed the feature to stakeholders, keeping them updated with the progress. Received overwhelmingly positive feedback from stakeholders upon completion.

Course Assistant | Rochester, NY

Aug 2021 - May 2022

- Assisted in teaching students the fundamentals of programming including data structures, algorithms, object oriented programming and test driven development using Python and Java.
- Attended classes to assist with in class activities and problem solving activities.
- Graded and provided feedback on over 130 assignments a week.
- Provided 2 hours of virtual mentoring to students each week.
- Upheld responsibilities while maintaining a rigorous academic schedule.

Highlighted Projects

froggy.app | Web Application

Nov 2022 - Present

- A link shortener that provides analytics to users via an intuitive and responsive user interface.
- Used GitHub and Jira to collaborate and coordinate with my colleague. Created a series of development standards and documentation to stay in sync. Followed a SCRUM development lifecycle to track progress.
- Created and designed a custom component library (lilypad) using TypeScript, SASS and Storybook. Published to npm to allow anyone to use it in their application.
- Utilized React and Redux to develop the user interface.
- Learned Go and Docker to assist in backend development and unit testing.

Artist Portfolio | Web Application

Dec 2021 - Present

- Developed and assisted in the design of a portfolio website. Created an admin page that allows the artist to customize the content on the site.
- Displayed the artist's work in a unique, minimalistic and personal way, which helped get their work displayed at an exhibition.
- Used React, Redux and CSS to develop a responsive web application.
- Utilized Firebase to store image metadata and AWS S3 to upload and store images. Authenticated page CRUD operations using Firebase authentication.

Programming Languages

JavaScript
TypeScript
Java
SQL
Python
Dart
HTML & CSS
SASS

Operating Systems

Windows
macOS
Android

Frameworks/ Libraries

React
Redux
Flutter
Spring Boot
Spark Java
Flask
Firebase
AWS Lambda & S3

Tools

Git/GitHub
Command line
Docker
Postman
Storybook
npm & Yarn
Vim

Skills

- Software development lifecycle
- Agile development
- Test driven development
- Object oriented programming
- Data structures & algorithms
- Systems design

Awards

BrickHack7 - Best Usage of Google Cloud
ClayHack 2020 - Best Project Design
Meet & Hack 2022 - 2nd Place Community Hack