DEVIN KERN

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SUMMARY

Motivated Computer Science graduate with hands-on experience supporting applications and a strong foundation in software development. Strong communication, writing, and critical thinking skills, with experience communicating to audiences of varying technical backgrounds. Self-starter who works effectively both independently and in teams. Lots of experience debugging, testing programs. Willing to relocate.

TECHNICAL SKILLS

Languages: Java, JavaScript/TypeScript, Python, BASH, SQL, JSON, HTML, XML, CSS, and C/C++
Software & Tools: Git, CMake, PostgreSQL, MongoDB, Docker, Node.js
Libraries & Frameworks: Spring Framework (Including Spring MVC and Spring Boot), Spring Framework, React
Technologies: Maven, Git, CMake, PostgreSQL, Docker, Node.js
Other Skills: Linux familiarity, SDLC and REST APIs, HTTP familiarity. Experience with various Microsoft Applications such as the O365 suite

PROFESSIONAL EXPERIENCE

Neighborhood Nerds - Remote Help Nerd   **November 2024 - Present**
Supervisor: Leonard Knight (leonard.r.knight@leonardknight.com)
Duties:

- Delivered clear explanations of software functionality for users with varying technical backgrounds.
- Served as first point of contact for clients, to schedule and resolve issues with appropriate support group.
- Documented and recorded incident details and initial troubleshooting steps for successful resolution.
- Successfully troubleshooted client software issues.
- Worked with hardware tools related to monitoring and supervision of laptop resources.

EDUCATION

B.S. in Computer Science   **December 2023**
San Francisco State University, GPA: 3.47   *San Francisco, CA*
Awards: Dean's List, 3 semesters
Associate in Science for Transfer in Computer Science   **May 2021**
Butte College, GPA: 3.35   *Oroville, CA*
Location: Oroville, CA

GROUP PROJECTS

File System Implementation (C)
Designed and implemented a simple file system using custom data structures for directory management and file allocation. Gained experience with memory management, disk I/O, and low-level system programming.

Web Application following Agile Development Cycle
Created a web application during a semester following Agile SDLC. Required us to perform unit and application analysis, testing, and troubleshooting

HTTP Web Server (Java)
Built an HTTP server using sockets to handle GET/POST requests and serve static files. Demonstrated understanding of networking, concurrency, and request handling.

Online Card Game (JavaScript, Node.js)
Developed a real-time multiplayer Texas Hold'em clone using WebSockets for live communication. Implemented server-side game logic and state synchronization. Game state stored in PostgreSQL.

GarageBand-Inspired Web App (JavaScript, Web Audio API)
Created an interactive browser-based instrument player with dynamic sound generation and UI controls. Also required the use of an SQL db.