EDWIN KAM

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EDUCATION

University of California, Santa Cruz *Jun 2022*
Bachelor of Science (B.S.) in Computer Science

SKILLS

Languages:	Java, C, C++, Python, JavaScript, SQL, HTML/CSS
Frameworks:	Sprintboot, React, Express.js, Node.js, Discord.js, ArcGIS, OpenApi, Agile
Tools:	Docker, Unix, Linux, Git, Jira, DevOps

SOFTWARE ENGINEERING EXPERIENCE

California Department of Toxic Substance Control Board *Oct 2021 - Present*
Student Software Engineer *Sacramento, CA*
- Build new features to improve the UX for the Hazardous Waste Management Program in the DTSC official website.
- Implement a map component for the website to assist users to look up HWMP facilities

Blackrock Inc. *June 2021 - Aug 2021*
Software Engineering Intern *San Francisco, CA*
- Re-designed and implemented an internal-use webapp (ADL Visualizer) to replace the old PHP version with an easy-to-maintain code base and intuitive GUI using React.js and Java
- Significantly saved the old app users time by adding auto complete features instead of manually typing
- Implemented a VS code Solr schema plugin with color highlighting and debugging features
- Create shortcut to create Solr Schema template and assists users to locate the errors immediately in VS Code
- Ensures the Solr Schema files are correctly formatted before attempting to initialize the database table

PROJECTS

CalEnviroScreen Map (React/ArcGIS) *Oct 2021 - Present*
Department of Toxic Substance Control Board
- Create a map with Eris ArcGIS API involved over 10,000 California's HWMP data from DTSC web server endpoints
- Created React components that allow users to query data by their locations or sketching on the map
- Enhanced the map performance by utilizing AgGrid to display query results

Aladdin Database Visualizer (Java) *June 2021 - Aug 2021*
Blackrock Inc.
- Developed a cross platform desktop application with electron.js that capable of deploying to the "Genie" tool bar
- Used Springboot to implement a Java server that utilizes Apache Solr API to query the ADL database
- Used React.js and Material-UI to build a responsive GUI that gathers data from the Java server endpoints

BulletinBoard Discord Bot (JavaScript) *Oct 2021 - Dec 2021*
UC Santa Cruz
- Created a discord bot that can push important notifications from school discord servers via direct messages
- Used docker to containerize the bot and deployed the bot on AWS
- Created a database (SQLite) for the bot to store users' subscriptions and used Sequalize in the server to query data
- https://github.com/zkm1/discordbulletinbot

BlackJack AI (Java) *Aug 2020 - Mar 2021*
- Utilized the card counting strategy inspired by the book "Bringing Down the House" by Ben Mezrich
- Designed a blackjack simulator that simulates 500,000 games per second to verify the strategy
- Successfully found a must-win formula that guarantees making average of 10% profit every 50 games
- https://github.com/EdwinKam/Blackjack_AI