







EDWIN KAM

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EDUCATION

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

Jun 2022

SKILLS

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

SOFTWARE ENGINEERING EXPERIENCE

California Department of Toxic Substance Control Board
Student Software Engineer

Oct 2021 - Present
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.
Software Engineering Intern

June 2021 - Aug 2021
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)
Department of Toxic Substance Control Board

Oct 2021 - Present

- 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)
Blackrock Inc.

June 2021 - Aug 2021

- 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)
UC Santa Cruz

Oct 2021 - Dec 2021

- Created a discord bot that can push important notifications from school discord servers via direct messages
- Used docker to containerize the bot and run the bot on AWS EC2 instance
- Created a database (SQLite) for the bot to store users' subscriptions and used Sequelize in the server to query data
- <https://github.com/zkml/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