

300 North College Street  
Northfield, MN 55057

# Kevin Phung

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## EDUCATION

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<b>Northfield, MN</b>	<b>Carleton College</b>	<b>Sept 2019-June 2023(Expected)</b>
<ul style="list-style-type: none"><li>• Prospective Major: BA in Computer Science and Economics</li><li>• GPA: 3.95</li><li>• Relevant Coursework: Data Structures, Behavioral Economics, Algorithms (Fall 2020)</li></ul>		

## RELEVANT EXPERIENCE

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<b>Technology Support Assistant</b>	<b>Carleton College</b>	<b>Sept 2019 – June 2020</b>
<ul style="list-style-type: none"><li>• Aid students and Faculty with IT-related issues for both software and hardware</li><li>• Perform On-Site fixes and deliveries of hardware and/or software</li><li>• Respond to clients with relevant fixes for tickets</li></ul>		

<b>Intern</b>	<b>Mediacom Malaysia</b>	<b>May 2019- July 2019</b>
<ul style="list-style-type: none"><li>• Compiled monthly reports for submission to clients</li><li>• Analyzed and prepared monthly competitive reviews for Malaysian and Singaporean markets</li><li>• Compiled and helped in preparation of a presentation deck on South-East Asia's digital landscape overview for company-wide presentation</li></ul>		

## ONGOING/COMPLETED PROJECTS

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Github: <https://github.com/kevinpkw19>

### Algorithmic Trader (Ongoing)

- Currently designing and building an algorithmic trader using Python that paper-trades using prices from live data feed.
- Incorporated 2 APIs. One that pulls historical data and the other streams live data to determine values of technical indicators and to execute trades.
- Created and currently expanding library of technical indicators to signal trade execution.
- Plans to enable multiprocessing to allow user input and algo-trading simultaneously.

### Task and Break Productivity App (completed)

- Developed an android application using Java that allows users to keep track of their work/break cycles.
- Used SQLite to allow users to store specific task and break lengths into persistent storage.
- App is currently in the process of being reviewed by the Google Play Store

### Mini Pygame game(completed)(Course project)

- With a partner, used Pygame to create a mini side-scrolling platformer game with 2 maps and difficulties.
- Implemented player and enemy collisions and a scoring variable.
- Used free resource packs online for backgrounds and object models.

## SKILLS

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Proficient: Python  
Familiar: Java

## Additional Information

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Studying in the United States, but currently based in Malaysia for Online Courses until January 2021 due to COVID-19.