Kai Dove

ybr8ff@virginia.edu | 571-533-7802 | 457-7 Lambeth Field Charlottesville, 22904

EDUCATION

University of Virginia, School of Engineering and Applied Science   Charlottesville, VA

B.S. Computer Science   August 2022 – May 2026
GPA: 3.92
Relevant Coursework: Data Structures/Algo, Computer Systems and Organization, System Development
Essentials, Forge Source

RELEVANT PROJECTS

Link Manager Web Application, *Individual*   July 2023 – Present
- Leveraged event listeners and DOM manipulation to provide dynamic interactions, such as opening links in new tabs and updating timers.
- Developed a comprehensive web-based application for managing and timing URL links, allowing users to add, sort, and remove links with ease**.**

Individual Mobile App Project, *Individual*   March 2023 – Present
- Accomplished the development of an individual tycoon-style mobile app by implementing a robust game engine using Unity3D and JavaScript, enabling realistic simulation of various business operations and financial systems.
- Accomplished secure and efficient data storage and retrieval by implementing complex backend systems, including player progress tracking and in-game currency management using Firebase or custom backend solutions which led to enhanced game functionality.

Product Identification Project, *Individual*   March – June 2023
- Successfully completed an individual project to train a product recognition model using Convolutional Neural Networks (CNNs) with TensorFlow, achieving high accuracy and performance.
- Designed and developed a user-friendly web interface for image uploads and product identification, ensuring seamless user experience.

Forge Source, *University of Virginia*   October - December 2022
- Implemented user authentication and real-time updates for an interactive Twitter replica and To-Do List, increasing user engagement and functionality.
- Utilized React, JavaScript, HTML and CSS to create a responsive and intuitive user interface, delivering an optimal user experience.

WORK EXPERIENCE

Mathnasium, *Tutor*   Fall 2021 - Spring 2022
- Accomplished a more engaging learning environment by implementing creative problem-solving exercises which led to higher student participation and enthusiasm.
- Liaised with teachers and leaders to adapt to the COVID-19 pandemic.

LEADERSHIP, HONORS, AND EXTRACURRICULAR ACTIVITIES

Science Honor Society, *President of SHS*   Fall 2020 - Spring 2021
- Coordinated with tutors to design a robust schedule to support students' academic needs.
- Liaised with teachers and leaders to adapt to the COVID-19 pandemic.

SKILLS

Programming Languages: Python, Java, JavaScript, TypeScript, HTML/CSS, SQL, Ruby, C++, MATLAB, R, Bash, Lua, OpenAI