

KAINOA GARDNER

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[LinkedIn: Kainoa Gardner](#) | [Github: KainoaGardner](#)

EDUCATION

California State University, Sacramento

Bachelor's degree in Computer Science

Sierra College

Associate Degree in Computer Science **GPA: 3.6/4**

Related Coursework: Data Structures and Algorithms, Object Oriented Programming in Java, Computer Architecture and Assembly Language, System Programming with C, Operating systems in Unix/Linux, Discrete Structures for Computer Science, Linear Algebra

Sacramento, California

Expected Graduation, May 2027

Rocklin, California

May 2025

WORK EXPERIENCE

the coder School

Computer Science / Game Dev Tutor

Rocklin, California

October 2024 - Present

- Guided over 30 students in core coding fundamentals creating passion in next generation coders
- Expanded students knowledge in game development, engineering and robotic using Scratch, Python, Godot, Unity
- Assisted students in the creation more than 100 unique projects and games

PROJECTS

Weekly Airing Anime Episode Web Scraper and Watchlist

California

Python, FastAPI, React, Nginx, PostgreSQL, Raspberry Pi, Docker | anime.kainoagardner.xyz [Github](#)

July 2024

- Constructed an API with both a React website and a Python terminal line interface that displays weekly airing episodes per day based on a user's watchlist
- Accessed the API of public anime database, MyAnimeList, and stored user's watchlist in a PostgreSQL database
- Formatted a weekly running web scraper using Selenium that scans through around 100 show's episode schedules returning user-tailored episodes per day
- Deployed the API on a locally run Raspberry Pi server running Ubuntu and a Nginx reverse proxy for reliable access

CSC (Chess Shogi Checkers)

California

Golang, Typescript, React, MongoDB, Nginx, Docker | [Github](#)

June 2025

- Built a multiplayer game website using websockets that combines Chess, Shogi and Checkers rules and pieces all onto a single game board where players have a budget to choose pieces before playing
- Implemented mongodb to store user information, user stats, current game states and game logs hosted on my Ubuntu Raspberry Pi server
- Created a reliable API with golang that communicates with the React frontend using JWT tokens for Authentication

Riichi Mahjong Hand Analysis and Point Calculator

California

Golang, Javascript, React, Nginx, Docker | mahjong.kainoagardner.xyz [Github](#)

August 2024

- Developed a full-stack website to determine Riichi Mahjong hand winning tiles and calculate the hand's total value
- Visualized an intuitive and user friendly website using React and Javascript, allowing users to skip the meticulous process of manually evaluating a hand
- Used Golang on the backend to implement convoluted backtracking and recursive algorithms for evaluating every combination of possible hands within the more than 10 million different combinations

TECHNICAL SKILLS

Programming Languages: Python, Golang, Javascript, TypeScript, HTML, CSS, C, C++, Java, Bash, SQL

Frameworks and Libraries: FastAPI, Flask, Django, React, htmx, NumPy, Pandas, Selenium, Matplotlib, Opengl, WebGL

Developer Tools: Git, Github, Linux, Unix, Docker, Vim, Nginx, Raspberry Pi, AWS, PostgreSQL, SQLite, MongoDB

Languages: English, Japanese