

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

Technology Lead

Tree-Plenish

Remote

September 2025 - May 2026

- Designed and refactored python backend, website dashboard and communications systems leading to a more stable and secure website
- Managed SQL database storing over 500 school's tree order forms and deployed with AWS

Computer Science / Game Dev Tutor

The Coder School

Rocklin, California

October 2024 - August 2025

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

PROJECTS

Weekly Airing Anime Episode Web Scraper and Watchlist

California

Python, FastAPI, React, Nginx, PostgreSQL, Raspberry Pi, Docker | ganime.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 letting users view episodes of shows they are currently watching
- 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

CSC (Chess Shogi Checkers)

California

Golang, Typescript, React, Mongodb, Nginx, Docker | Github

June 2025

- Built a realtime multiplayer game website using golang, Typescript with React that uses websockets to combine Chess, Shogi and Checkers rules and pieces all into a single game 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

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, C++, Bash, SQL

Frameworks and Libraries: FastAPI, Flask, Django, React, htmx, NumPy, Selenium, OpenGl, WebGL

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

Languages: English, Japanese