Kelvin Lao

Chicago, IL
312-532-2565
kelvinlao246@gmail.com
https://www.linkedin.com/in/kelvin-lao/

Education

Northwestern University	Bachelor's in Computer Science
Sep. 2019 – Jun. 2023	GPA: 3.8

Work Experience

Epsilon	- Used Angular to add filtering to customer website
Software Engineer Intern	- Created new API keys and endpoints with JavaScript
Jun. 2023 – Present	- Improved Ts.ED product caching
	- Used HTML, CSS, and Angular to fix UI and website inconsistencies
CT-STEM	- Helped improve code readability for NetLogo models
Research Aide	- Explored NetLogo models to explain them in plain speech to students using the models to learn
Dec. 2019 – Dec. 2021	- Helped to create NetLogo models for various aspects of physics
	- Helped with coding the taxonomy of CT-STEM units

Projects   https://github.com/KelvinLao-0604/KelvinLao-Projects

For the following two projects, they were done in a team of 6 using Agile Methodology in React. Most of the work was done in mob programming so each person was responsible for everything

- **Wait-4-What**
  - We made use of the user's current location and Google Maps API to estimate a wait time to help users choose a restaurant.
- **NU Room**
  - We created a form for users to fill out and then connected them to others with similar preferences

- **PhotoApp**
  - Instagram website clone made using HTML, CSS, Flask, SQL, and REST API
- **Suicide Rates Data Analysis Project**
  - Worked in a team of 3 to analysis suicide rates and try to predict the suicide rates given the other parameters in the dataset.
  - I used Pandas in Python to work on the age and generation EDA, the Polynomial Regression machine learning, and the preprocessing of the data.
- **Terror in Tech**
  - Worked in a team of 3 to create a 2D top-down roguelike game in Unity using C#
  - I implemented the different ammo types, the map geometry, and enemy spawning mechanics.

Skills

Python, C#, C++ , HTML, CSS, JavaScript, React, Angular