Kelvin C. Villago

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EDUCATION

CRESCENTA VALLEY HIGH SCHOOL **LA CRESCENTA, CA**
High School Diploma Candidate | G.P.A.: Unweighted: 3.85, Weighted : 4.21 (September 2016 - Present)
SAT: 1520 (780 Math, 740 English)

EXTRACURRICULAR

FOR INSPIRATION & RECOGNITION OF SCIENCE & TECHNOLOGY **LA CRESCENTA, CA**
Fabrication Subsystem Leader (January 2019 - Present) (January 2015 - Present)

- Designed and built a robot using various machining techniques such as drilling, welding, milling, and cutting for a multinational competition in six weeks

FIRST LEGO LEAGUE **LA CRESCENTA, CA**
Head Mentor (September 2018 - Present) (September 2016 - Present)

- Mentored elementary school students on how to work together as a team to build a Lego EV3 robot for competitions, as well as design a project idea to help the environment and society.

MATH COMPETITION CLUB **LA CRESCENTA, CA**
Competitor (September 2017 - Present)

- Competed in the LACC Math Competition for 2 years
- Competed in the Berkeley Math Tournament, a math competition where a team of five competes in various rounds, with both team and individual rounds

AP COMPUTER SCIENCE **LA CRESCENTA, CA**
Coder (September 2018 - Present)

- Created two games using Unity, one is a two-player shooter game in 2D and the other is a 3D game where the player has to dodge obstacles for the longest amount of time they can
- Created programs through a server in Java and Python

UCLA SUMMER ENGINEERING INSTITUTE, ROCKET ENGINEERING **LOS ANGELES, CA**
Participant (July 2019-August 2019)

- Completed a three week college-level course on the modeling, design, and construction of a high powered rocket with a successful launch and recovery of a rocket reaching 2500 ft with custom avionics and cameras
- Learned basics of rocket aeronautics, including various forces, propulsion, and parachute systems in lectures and activities

- Implemented engineering design process in the rocket design, receiving feedback from mentors, and iterating on smaller, 3D-printed rockets
- Used the CAD program SolidWorks to design parts, and used MatLab to design a model for the rocket flight, including propulsion, changing air density, and changing surface area
- Used advanced fabrication techniques to construct the rocket, such as 3D printers and laser cutters

USC MISSION ENGINEERING PROGRAM **LOS ANGELES, CA**

Participant (July 2019)

- Completed a summer program focused on the different disciplines of engineering including civil, mechanical, and aeronautical engineering
- Built and coded a robot using the VEX system for the purpose of grabbing a bottle and carrying it to a different location
- Designed and built a popsicle stick bridge, and included a simple hydraulic system using syringes and tubes

HONORS & AWARDS

SKILLS & INTERESTS

Skills: Microsoft Office Suite, Java, C, C++, Python, Unity, Autodesk Inventor, SolidWorks
Languages: English (Native), Spanish (Intermediate)
Hobbies: Reading, Game Development, Building Model Kits