

KENN SON

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EDUCATION

California State University, Fullerton Graduation:

May 2023

Bachelor of Computer Science

Overall GPA: 3.43

Relevant Courses: Software Engineering, Backend Development, Frontend Development, Intro to Data Science, Intro to Game Design, Artificial Intelligence, File Structure & Database, Cyber Security, Compilers and Language

EXPERIENCE

Coding Instructor

Sept 2023 – Present

Coding Minds Academy

- Develop personalized coding curriculums through various languages such as Python, JavaScript, and Lua for each student through 1-1 sessions to contribute a higher understanding
- Guided students of a younger age to reinforce a strong coding foundation while maintaining their engagement.
- Collaborate with other instructors to continuously refine teaching styles and coding practices to improve curriculum development.

Fast-Track Program

June 2024 – July 2024

Cook Systems

- Collaborated with multiple people and groups to build fully functional projects in a full-stack environment
- Enhanced learning in concentrated Java Frameworks and developer tools training.

Information Security Student Assistant

May 2022 – Aug 2022

California State University, Fullerton

- Automated security vulnerability detection and alerting, allowing technicians to patch 50% more computers weekly
- Created processes to back up user data, speeding up equipment migration by 200%
- Monitored, troubleshooted, and analyzed 200+ computers with Windows and Mac operating systems through weekly security scans to maintain server vulnerability management.

PROJECTS

Team Management App

July 2024

Designed a user application for users to log into their company's website and admins to manage active users using Angular, Node, Spring, PostgreSQL

- Preserved sensitive data by securing user data within the database displaying basic user information and route-guarding website URLs
- Produced an intuitive frontend for user navigation between pages to create and update information
- Organized data where each user would have information relative to their company or team

Audle

July 2024

Developed a wordle-like game where players can guess 5 songs in 5 attempts using Node, JavaScript, Angular, TypeScript, HTML5, CSS3

- Maintain data abstraction and encapsulation by assembling multiple components to organize pages and services
- Implemented services to auto-generate songs from integrated Spotify API to fetch tracks and display an audio snippet
- Maintained a leaderboard of user-submitted scores documenting the user's name and score from the current session

SKILLS

Programming Languages: Java, Python, C++, JavaScript, R, Swift, Objective-C, Typescript

Technologies: Unity, Blender, Git/GitHub, Bash, HTML/CSS, Shell Scripting, SQL, PostgreSQL, React, ExpressJS, MongoDB, Spring, Spring Boot, JDBC, Jackson, JPA, jQuery, Node, webpack, Babel, Maven, npm