Kenneth Pang

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EDUCATION

SUNY University at Buffalo — Aug. 2022 – Expected Dec. 2025

Bachelor of Science in Computer Science - 3.81 — *Buffalo, NY*

- Related Classes: Web Applications, Computer Organization, Systems Programming, Algorithms, Data Structures, Calculus II, Linear Algebra

EXPERIENCE

GS Printing NY Inc. — June 2021 – Present

Software Developer — *Flushing, NY*

- Automated placement of documents/images into InDesign templates using JavaScript that increased productivity and efficiency in creating booklets, business cards, postcards, etc.
- Constructed a database to store customers and order information by utilizing MS Access to reduce time spent with customers and organize sales.
- Designed and launched a website using tools such as Tailwind CSS, Vue.js, and Flask to enhance their online presence and offer a new website service.

UB Robotics — March 2023 – Present

Software Team Member — *Buffalo, NY*

- Collaborated with seven members to assemble a drivetrain for the VEX Robotics Competition.
- Implemented lane and cone detection using OpenCV for the IGVC Robotics Competition.
- Researched depth perception calculations and programming for the Roborescue Competition.

PROJECTS

Roommate App | *React Native, Tailwind CSS, Firebase, TypeScript, Git* — May 2024 - Present

- Proposed and contributed a roommate app designed to help students by tracking shopping needs, managing shared expenses, and organizing chore assignments.
- Established basic authentication for users to create accounts and login to the main app by using React Hooks to retrieve data.
- Communicated closely with a team of three and had weekly updates on the app to ensure flawless feature integration.
- Working on Google OAuth 2.0 to allow users to simplify the process of user sign-in.

Web Application Project | *Python, Flask, MongoDB, Docker, Nginx* — Jan. 2024 - May 2024

- Developed a full-stack web application using Flask, serving a REST API.
- Implemented Spotify OAuth 2.0 to get the current song playing from users and other data for authentication.
- Applied modern technology such as MongoDB for secure authentication/chat storage, and WebSockets for real-time chat communication between users.
- Managed file uploads and deployed with Nginx reverse proxy for security such as preventing DDoS attacks. Other topics include HTTP cookies, CRUD operations, encryption, security, and deployment.

Object Detector | *OpenCV, Cascade Classifier, Python* — May 2024 - Present

- Programmed an application that was able to detect specific blocks in Minecraft.
- Acquired Proficiency in OpenCV's classifier and Image Detection.
- Utilized the Window32GUI library to develop a real-time Windows Image Capturer.

Conway's Game of Life | *C, Makefile, Software Testing* — Spring 2023

- Recreated a simulation that runs a certain number of generations of the Game of Life. Prints out the final grid of the specified generation.
- Conducted extensive testing with a variety of inputs to ensure accuracy at each generation and handle edge cases.

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, Scala, TypeScript, MIPS Assembly, Verilog, C/C#
Web Development: Flask, Tailwind CSS, Vue.js, HTML, CSS
Developer Tools: Git/GitHub, VS Code, Intellij, PyCharm, QTSpim, Unity, Docker, MongoDB-Compass
Databases: MongoDB, NoSQL, Microsoft Access
Graphic Software: Adobe Photoshop/InDesign, CorelDraw, Figma