Kevin Le

Boston, MA 02120 | Availability: January - June 2025 | Email: le.kev@northeastern.edu | Phone: (714)-941-0821 | LinkedIn

Education

Northeastern University, Boston, MA

Khoury College of Computer Science

Candidate for Bachelor of Science in Computer Science

ĞPA: 3.5/4.0

Relevant Coursework: Calculus 1 for Sci/Engr, Discrete Structures, Introduction to Mathematical Reasoning, Mathematics of Data Models, Algorithms & Data, Object-Oriented Design, User Experience Design, Web Development, Mobile Application Development, Foundations of Cybersecurity, Computer Systems

TECHNICAL KNOWLEDGE

Languages: Java, Kotlin, HTML, JavaScript, CSS, Swift

Operating Systems: Windows, MacOS

Tools: GitHub, React.js, React Native, Node.js, Expo, Xcode, Figma, Unity, GameMaker, Unit Testing,

VSCode, Intellil

PROJECTS

Mar 2024 - Present Curve

Frontend Developer and Designer

Developed an AI-powered application using React Native, LangChain, and Expo that personalizes learning by generating a custom plan for users including tailored assessment questions, a condensed "textbook" of essential information, and step-by-step practice exercises to help users master new skills efficiently.

Gave a sales pitch to a judge panel and won 1st place at Northeastern University's hackathon, PawHacks.

CamRa Frontend Developer

Mar 2024 - Present

September 2023 - Present

Expected Graduation May 2027

Deployed an online video calling platform exclusively for college students and garnered thousands of views by promoting the site on Instagram and other social platforms, fostering a secure and engaging environment for virtual interactions.

Designed the website and responsible for its entire frontend using React.js, creating a user-friendly and visually appealing

Gave a sales pitch to a judge panel at Northeastern University's Husky Startup Challenge and was awarded funding by Northeastern University for project "CamRa," enabling further development, marketing, and getting more users.

Flow Fitness June 2024 - July 2024

Frontend Designer

As a part of the User Experience Design course, worked closely with professionals to rework FlowFitness's website, improving both the user interface and user experience for a more seamless sign-in process.

Developed a mobile app and website prototype in Figma that incorporates these design changes and many other new features, enhancing overall usability and gym experience for potential users.

EXPERIENCE

Feb 2024 - Present Gameheads, Oakland, CA

Game Developer

A nonprofit organization based in Oakland, California, that focuses on providing tech and game design education and career pathways to youth.

Gained essential skills and resources needed to pursue careers in the gaming and tech industries through hands-on training, participating in showcases, mentorship, and industry connections.

Harmony Notes June 2024 - September 2024

Programmer

Developed a 2D musical puzzle platformer using Unity with a focus on atmospheric storytelling and minimalist visuals, where players control a whole note, solving music-themed puzzles to progress through levels.

Gave a sales pitch at Gameheads' 10th annual video-game showcase to professional game developers from game industry companies.

Cyber-Shooter

April 2024 - June 2024

Programmer

Developed a 2D shooter game set in a cyber apocalyptic world powered by GameMaker, drawing inspiration from the popular video game "Call of Duty: Zombies".

Rising Above Disabilities, Irvine, CA

2022-2023

High School Club Branch Chairman & Founder

Founded the Servite High School Rising Above Disabilities Club.

Responsible for all club activities including fundraisers and open discussions.

Caregiver

June 2021

- Volunteered as a caregiver for people with disabilities at a nonprofit organization, providing assistance to enhance their
- Fostered an inclusive environment where individuals with disabilities felt valued and supported.

INTERESTS