Kevin Ghobrial

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EDUCATION

Georgia Institute of Technology   **Atlanta, GA**
Bachelor of Computer Engineering   May 2026
- **Threads:** Distributed Systems & Software Design and Devices   GPA: 3.75|Major GPA: 4.0
- Faculty Honors, Dean's List, Zell Miller Scholarship

SKILLS

Technical Skills:
- Programming Languages: Java (3+ years), Python (4+ years), C++, C, Assembly HTML, CSS, JavaScript, C, Django
- Frameworks and Tools: Linux, Git, Seaborn, NumPy, Scikit-Learn, MongoDB, Express, React, Node.js, Tensorflow

Relevant Coursework:
- Object-Oriented Programming, Data Structures and Algorithms, Digital System Design
- ProgrammingHardware/Software System, Linear Algebra, Objects and Design, and Digital Design Lab.

WORK EXPERIENCE

Bits Of Good|Full Stack Developer Bootcamp   **August 2024 - Present**
- Built full-stack applications with JavaScript, React, MongoDB, Express, and Next.js using RESTful APIs.
- Led and collaborated on projects, utilizing Git for version control, and presented work to demonstrate technical skills.

Electric ARTium|Robotics Engineering Intern   **May 2024 - August 2024**
- Integrated OpenCV into an animatronic caterpillar for real-time tracking, enabling interaction with individuals.
- Programmed a microcontroller to accurately control an animatronic caterpillar, resulting in smooth movement.

Georgia Tech|Machine Learning/AI Intern   **December 2023 - January 2023**
- Developed a Python program with NumPy to compute a regression line, improving accuracy for 40,000+ data points.
- Conducted machine learning research on car starting engines, optimizing algorithms for a 25% speed increase.

Code Ninja's|Coding Instructor   **June 2021 - July 2023**
- Led courses in game development and web design, tailoring lessons to different levels and core concepts.
- Taught students the basics of web development and how to use the terminal through structured lessons.

PROJECTS

Galactica on Mbed   **January 2024 - May 2024**
- Created advanced gameplay features like random enemy spawning, multiple missile shooting types, and animations.
- Designed an intuitive pause screen and implemented various difficulty modes, ensuring a seamless user experience.

Chess Game Review Bot   **January 2024 - April 2024**
- Built a web app using APIs to integrate with chess.com, allowing users to analyze past games for strategic insights.
- Developed full-stack app with JavaScript and React for smooth game navigation and real-time move analysis.

AI Volume HandTracker   **Novermber 2023 - January 2024**
- Implemented hand detection using OpenCV and Mediapipe library, enabling real-time recognition of hand-movements.
- Acquired knowledge in computer vision algorithms, gesture recognition, and system automation, contributing to personal skill development and technical expertise.

Renewable Energy Bike   **August 2023 - December 2023**
- Systems Software Engineer responsible for Microcontrollers, USB Charge Controllers, and Visual display units.
- Designed and implemented an algorithm that uses a system's non-linear characteristics to improve power generation by ~50% and reduce required user input by ~10%.

ADDITIONAL

Languages: Fluent in English; Conversational Proficiency in Arabic
Academic Clubs: Bits Of Good, GT SuperSonics Club, GrayHat
ExtraCurriculars: Intermural Soccer, Hapkido, GT Figure skating