Kevin Ghobrial

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SUMMARY

I am driven by my knowledge, skills, and commitment to leveraging technology for global impact, contributing to groundbreaking projects, and driving innovation in the field."

EXPERIENCE

Coding Instructor
Code Ninja's   **June 2021 – July 2023, Marietta, Georgia**
· Specialized in Java, JavaScript, CSS, HTML, and Scratch. Taught Game development and Web design.
· Taught students the basics of web development and how to use the terminal by guiding them through Udemy courses.
· Acquired leadership skills by managing a group of students and providing support to answer their questions.

Internship
American Magnetics Inc.   **January 2023 – February 2023, Oak Ridge, Tennessee**
· Gained hands-on experience in superconducting magnets, contributing to the design and assembly of cutting-edge technology, enhancing knowledge in electromagnetic systems.
· Acquired proficiency in SolidWorks, utilizing simulation software to create detailed designs and engineering solutions.
· Collaborated in the entire product development process, from CAD design to machining and assembly.

Internship
Georgia Institute of Technology   **January 2023 – January 2023, Atlanta, Georgia**
· Created Python program to find the line of best fit when given over 40,000 data points.
· Researched Machine Learning by running tests on car starter engines. Specifically, ran tests with an Arduino microcontroller, and analyzed data with MATLAB. Improved the speed of the starter motor by 25%.
· Implemented Computer Science by using a Python script to automate daily tasks, streamlining research process and improving accuracy.

PROJECTS

Embedded Systems Engineer
Georgia Tech Renewable Energy Club · August 2023 – Present
· Systems Software Engineer responsible for researching 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%.

AI Volume HandTracker
Personal Project · medium.com/@kevinghobriial · November 2023 – January 2024
· Implemented hand detection and landmark tracking using OpenCV, AppleScript, and the 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.

DIY Soccer Ball Launcher
Personal Project · file:///Users/kevinghobrial/Downloads/STEM%20soccer%20ball%20launcher.mp4 · August 2022 – May 2023
· Designed and built a soccer ball launcher to launch a soccer ball 60m.
· Improved accuracy and precision of a DIY soccer ball launcher by 43% by implementing the Tensorflow API and Python language.

EDUCATION

Computer Engineering
Georgia Institute of Technology · Atlanta, Georgia · 2026 · 4.0
· Zell Miller Scholarship

SKILLS

Front End: JavaScript, CSS, HTML
Back End: Java, Python
Software: Excell, Linux, SolidWorks, Fusion 360