KEVIN KWAN

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Intuitive, adaptive, inquisitive, and creative entry-level full stack developer with backend experience
seeking to collaborate, design, develop, debug, deploy, and maintain impactful programs and web applications.

EDUCATION:

Georgia Institute of Technology – Atlanta, GA   August 2021 – May 2024
- Bachelor of Science in Computer Science; *summa cum laude*   GPA: 3.9
- Zell Miller Scholarship, Graduated with Highest Honors, Dean's List, Faculty Honors

Gwinnett Technical College: Dual Enrollment – Lawrenceville, GA   May 2020 – May 2021
- PC Repair and Network Technician Certificate

TECHNICAL SKILLS and KNOWLEDGE:

Programming Languages/Frameworks:
Java, Python, C#, JavaScript, TypeScript, Node.js, SQL, HTML, CSS, React, NextJS, Tailwind CSS, Lua, C, MATLAB

Technologies/Instrumentation:
Git, Version Control Systems, Agile/Scrum, MySQL/NoSQL Databases, Docker, Unity, Cloudflare, Amazon Web Services, Google Cloud, Microsoft Azure, JIRA, Confluence, JetBrains, Visual Studio, Adobe Creative Suite, Windows 10/11, Ubuntu

WORK EXPERIENCE:

Software Engineer I (L3): *GEICO* – Macon, GA   July 2024 – Present
- Migrating GEICO's Claims' Interactive Voice Response system from CISCO's UCCE to Amazon Connect using AWS Lambda and Lex to improve customer self-service capabilities and decrease agent workload/costs

Software Engineer Intern: *Publicis Sapient (Publicis Groupe)* – Atlanta, GA   June 2023 – August 2023
- Engineered a WhatsApp AI chatbot application having Memory and Tools using Google VertexAI's LLM, LangChain, MongoDB, and APIs for the Travel & Hospitality Industry to enhance the experience for tourists through engaging conversation by providing accurate, up-to-date answers, live data, and recommendations for Atlanta's attractions, hotels, and restaurants
- Architected RESTful APIs using Flask and Python that allowed the frontend team to interact with our backend MongoDB databases and AI chatbot program endpoint to generate and retrieve responses
- Automated CI/CD (DevOps) pipeline through GitLab, Docker, and Google Cloud Platform, and deployed our frontend applications on Google Firebase Hosting and backend applications on Google App Engine
- Improved the accuracy of the bot's responses up to 91% through rigorous testing and validation
- Assembled a full-stack interactive map website using Node.js, Vite, TypeScript, Google Maps API, and GCP Storage Buckets to serve chatbot options and venue information to users

CAVs Software Engineer: *Georgia Tech EcoCAR EV Challenge* – Atlanta, GA   Jan 2022 – May 2023
- Under the V2X subteam, used data from cameras and sensors to develop a finite state machine to help the car make smart decisions in certain traffic light scenarios with efficiency and user experience in mind
- EcoCAR Mobility Challenge is a 4-year Collegiate Competition and $1 million research program sponsored by Argonne National Labs, the U.S. Department of Energy, General Motors, MathWorks, Intel, and more
- Contributed to the Georgia Institute of Technology team's victory in The EcoCAR Mobility Challenge in 2022, securing 1st place

PROJECTS:

Deep Learning: "Eyetracking-Driven Human Computer Interaction" Software   August 2023 – December 2023
- Successfully built/trained AI architectures using PyTorch to aid populations with limited limb mobility by improving the tracking and mapping of a user's gaze onto a computer screen to control mouse cursor movement by 87%

Discord Open-Source Multi-Purpose Chat Bot – 1,100 Users (GitHub)   January 2022 – Present
- Designed and developed a custom, modular Discord chatbot with ChatGPT, Music, and Economy (MongoDB) using Node.js packages to interact with APIs and respond to users' commands and inputs
- Deployed the bot on Fly.io (previously Heroku) to be hosted with 24/7 uptime with CI/CD integration

Video Game Suite Group Project: "Project Blu" – Objects and Design (GitHub)   June 2022 – August 2022
- Utilized software engineering principles, design patterns, problem-solving, and AGILE/SCRUM project management to develop a game suite in Unity while completing assigned work in time-boxed sprints
- Promoted teamwork by assigning tickets to members, facilitating communication, and planning meetings