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 – Expected May 2024
- Candidate for Bachelor of Science in Computer Science, Final Year   GPA: 3.9
- Zell Miller Scholarship, 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:	Technology/Instrumentation:
Java, C#, Python, JavaScript, TypeScript, Node.js, ReactJS, NextJS, Lua, C, MATLAB	Git, VCS, Google Cloud Platform, Agile/Scrum, NoSQL Databases, JIRA, Confluence, Unity, Cloudflare, JetBrains IDEs, Visual Studio,
Other Languages:	Adobe Creative Suite, Windows 7/10/11
English (Native), Cantonese (Native)	

WORK EXPERIENCE:

- **Publicis Sapient (Publicis Groupe)**: Software Engineer Intern – 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 such as our MongoDB databases and AI chatbot program to generate and retrieve responses
  - Automated CI/CD (DevOps) pipeline through GitLab and Docker 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
- **Georgia Tech EcoCAR EV Challenge:** CAVs Software Engineer – Atlanta, GA   Jan 2022 – May 2023
  - Under the V2X subteam, used data from cameras and sensors to develop a 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 – December 2023
  - Successfully built and trained AI architectures using PyTorch to aid populations with limited limb mobility by tracking and mapping a user's gaze onto a computer screen to control mouse cursor movement
- **Discord Open-Source Multi-Purpose Chat Bot – 1,100 Users** (GitHub)   2021 - 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 – 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
  - Managed the team by assigning tickets to members, facilitating communication, and planning meetings