Kevin Mok

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Web Dev Projects

Rarity Surf <TypeScript, JavaScript, Node.js, React> March 2025

- **Developed a full-stack web application (TypeScript/JavaScript)** to generate rarity rankings for NFT's, integrating with **leading marketplace's API** to enable users to quickly identify rare NFT's and check their listing status, **improving market research efficiency by 80%**.
- **Built a scalable** Node.js backend with REST API endpoints to return NFTs based on customizable filters such as max rank, price, and rarest traits. **Optimized performance** to handle **3,000+ concurrent requests** by implementing efficient data fetching and caching mechanisms using **PostgreSQL** , ensuring low-latency access to NFT data.
- **Built a dynamic** React frontend **(TypeScript/JavaScript)** to load and display NFTs in real-time with user-defined filters. Styled using a mobile-responsive library, **reducing load times by 50%**.
- **Developed a** Discord bot **(TypeScript/JavaScript/Node.js)** to notify users of profitable resale opportunities by leveraging historical sales data to assess deal quality. This feature **increased user engagement by 80%** and provided a seamless way for users to stay updated on market opportunities.

Kanban Calendar <TypeScript, JavaScript, React, Next.js> Mar 2024

- **Developed a** responsive calendar Kanban board **using Next.js, TypeScript, and Tailwind CSS**, featuring draggable events, smooth card-to-detail transitions week/day views optimized for both desktop and mobile.
- **Engineered intuitive navigation and cross-device interactivity**, implementing swipe gestures, infinite horizontal scrolling (mobile), and arrow controls (desktop) while resolving challenges like drag-and-drop consistency and responsive layout transitions.

Astronofty <JavaScript, React, Solidity> Jan 2023

- **Secured** 2nd place **overall out of 150+ teams** at UofTHacks X, a 36-hour hackathon, for developing a blockchain-based NFT marketplace app.
- **Built and optimized React (JavaScript)** components to synchronously upload images and metadata to IPFS, **enhancing user engagement by 80%** during the demo.

Work Experience

Red Hat

May 2022 — Aug 2023

Cloud/Software Engineer Intern <Kubernetes, GoLang, Jenkins>

- **Eliminated 80% of manual configuration errors** by enabling the Kubernetes operator to automatically fetch data from deployed services and update configurations, **deprecating legacy startup scripts and reducing overall startup time by 40%** (**Kubernetes/GoLang** used for this and three below).
- **Reduced deployment time by 66%** by implementing a solution for deploying locally-compiled binaries onto Kubernetes/OpenShift via command-line, **cutting average deployment times from 45 minutes to 15 minutes**.
- **Improved application stability** by introducing startup probes for legacy applications with longer boot times, **resulting in a 50% reduction in startup-related failures and downtime during production launches**.
- **Improved system reliability** by refactoring probes to dynamically assign default values based on YAML files, **increasing probe accuracy by 30%** and preventing misconfigurations.
- **Increased CI pipeline efficiency** by rewriting the **Jenkins (Groovy)** nightly pipeline to run in a GitHub PR environment, allowing for automated testing of all team-submitted PRs prior to merging, **reducing manual intervention by 60%**.

Skills

TypeScript, **JavaScript**, **React**, **Node.js**, **Python**, **Django**, PostgreSQL, MongoDB, Bash, **Git**, **Linux**, **Command Line**, Go(Lang), AWS, Kubernetes, Terraform, Docker (Compose), Jenkins, Groovy, Solidity, C

Education

University of Toronto (St. George)

2019 — 2024

Computer Science Specialist — 3.84 GPA (CS). Graduated with High Distinction.