

# Kevin Mok

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## Work Experience

### Red Hat

May 2020 — Aug 2021

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

- **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**. (Kubernetes/GoLang used for this and three below).
- **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%**.
- **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**.
- **Enhanced system reliability** by refactoring probes to [assign default values](#) dynamically based on deployed YAML files and fixing reconciliation issues, **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%**.
- **Increased project reproducibility** by taking initiative to write a [reusable GitHub parameters file](#) for the pipeline, **enabling 100% reusability** and ensuring consistent pipeline setups across different environments.

## Projects

Rarity Surf <Python, Django, JavaScript, React>

Oct 2021

- **Developed a full-stack web application** to generate rarity rankings for NFT's integrated with leading NFT marketplace's (OpenSea) API, enabling users to **quickly identify rare NFT's** and check their listing status, **improving market research efficiency by 80%**.
- **Architected a robust Django (Python) [backend](#)** to fetch and process NFT metadata from IPFS, store rarity rankings in **PostgreSQL**, and serve the data via GraphQL API, **ensuring low-latency access and scaling to handle 2,000+ concurrent requests**.

Discord Adventure Game <Python>

Jan 2020

- **[Redesigned item generation system](#)** for open source Discord game built with **Python**, replacing 83k-line static JSON files with dynamic item generation, achieving a **99% reduction** in file size and reducing memory usage by **85%**.
- **Implemented modular item components** to enable over **152,000 unique combinations**, improving gameplay diversity and item quality.

Spotify Visualized <Python, Django>

June 2019

- **Built a [high-performance backend](#)** in Python with Django, utilizing Django ORM to model and manage user data efficiently, processing over **10,000 tracks per library** via the Spotify API.
- **Engineered and optimized database models** achieving a **50% reduction in query latency** on PostgreSQL for core workflows through effective schema normalization.

## Skills

Python, Django, JavaScript, React, Node.js, 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.

## References

See my LinkedIn for [references](#) from my Red Hat managers/mentee, a startup client and a graduate student mentor.