Kevin Chuang

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EDUCATION:
University of California, Los Angeles   **Expected Graduation: June 2020**

Bachelor of Science, Computer Science and Engineering

Cumulative GPA 3.4

Relevant Coursework:

Computer Graphics, Computer Systems Architecture, Introduction to Computer Organization, Algorithms and Complexity, Operating Systems Principles, Data Structures, Software Construction Laboratory, Linear Algebra

Technical Skills

Python, C++, Javascript, C, HTML, CSS, SQL, C#

EXPERIENCE:
IT Engineer Intern
Workday Inc, Pleasanton, CA   **June 2018 – September 2018**

Call Manager Bot: Independent full stack web application to automate and manage phone/voicemail provisioning
- Created routines in Python to query the existing MySQL database with the PyMySQL package.
- Set up APIS and routing using Flask-RESTPlus to allow a Javascript application to query and manipulate the database including Swagger documentation.
- Designed the entire web application in Javascript using React's library to dynamically display information from the database.

Project Lando: A Slack bot that can schedule meetings and order devices or software
- Leveraged Microsoft's Graph API with AWS Lambda to find available rooms, book rooms, and set reminders.
- Utilized Amazon's Lex service to provide natural language processing for a smoother user experience.

LEADERSHIP POSITIONS:
Officer of Association of Computer Machinery, Game Studios
- Coordinated social media presence on Facebook and oversees sending weekly email reminders
- Helped plan and organize various social events
- Taught half of the introductory workshops for new and interested students

Unity Student Ambassador
- Presented a Unity project at Unite LA
- Teaches Unity and spreads awareness of the game engine to those in UCLA

PROJECTS:
Rocket Box: 3-D First person shooter game made with the Unity Engine
Association of Computer Machinery, Game Studios | January 2016 – June 2017
- Conceived the main concept where players shoot rockets that continually bounce off walls instead of exploding in traditional games.
- Collaborated with team of 4 people to plan and organize our individual roles and plans for the rest of the year
- Programmed movement of the player and physics of the bouncing rockets in C#.
- Created environment and attributes of GameObjects in the Unity Editor.

Personal Website
Personal Project | August 2018
- Designed personal website with the React library in Javascript.
- Deployed website in an Amazon S3 bucket and then used Amazon's Route 53 to register a domain and route traffic.

Waitlist Alerter
Personal Project | July 2018 – August 2018
- Set up a Selenium script that periodically logs onto the MyUCLA website and checks the status of a class.

AFFILIATIONS:
Bruin Animal Rescue Club
Game Music Ensemble