Kevin Dang

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Hiring Manager

RE: Software Developer

Dear Hiring Manager,

I am writing to inquire about the co-op placement as a Software Developer. My enthusiasm for constantly learning the latest technologies has inspired me to design, build, and deploy many software side projects in my personal time. A portfolio website that I built using React is viewable here, and it features all my various side/passion software projects.

My experience includes working as a Junior Programmer co-op at the Screen Industries Research and Training Centre, where I worked on a Unity mobile app that utilized a Muse headband to record brain activity in response to visual stimuli. Additionally, as a Software Engineer co-op at Healthcare Systems R&A, I contributed to a Brain-Computer Interface project designed to help stroke patients interact with mini-games. Through these roles, I have worked with stakeholders, product managers, and my scrum team and researched and pushed for solutions to solve our problems (such as which open-source libraries to use).

I am currently a Computer Science student at York University (Transfer Student) with a GPA of 3.9/4.0, and a graduate of Sheridan College with a GPA of 3.86/4.0.

I welcome the opportunity to speak with you about the Software Developer position. I believe that my previous work experience and drive to constantly learn new skills make me a good fit for the role.

Thank you for your time,

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https://github.com/KevinDang12

Work Experience

Junior Programmer (Co-op)

Screen Industries Research and Training Centre   *January 2024 - April 2024*

- Helped develop a mobile app to capture the user's response time when presented with a stimulus using the Unity Game Engine and C#; optimized the program to reduce the lag by ~30% and wrote technical documentation detailing the Unity components
- Developed a Unity plugin using C++ to generate character animation using an AI-powered audio prompt

Software Engineer (Co-op)

Healthcare Systems R&A   *May 2023 - July 2023*

- Contributed to a Brain-Computer Interface Machine Learning AI model for Stroke Rehabilitation; developed a mini-game using Python to allow patients to interact with the game using motor imagery
- As a team lead, I researched and recommended management as to which open-source libraries to use to help implement a data-cleaning method to process and improve data quality by ~20% for the ML model

Teaching Assistant

Sheridan College   *September 2022 - December 2022*

- TA'd in Java Object-Oriented Programming, Computer Math, and Web development courses
- Collaborated with my co-workers in updating the official Sheridan College website; obtained requirements from stakeholders to implement new time management functionality using HTML and CSS

Technical Skills

- Proficient in technologies such as Python, JavaScript, React, HTML, CSS, RESTful APIs, Docker; knowledge of SQL, and database management systems, as well as AWS
- Knowledge of Agile methodology, unit testing, and using version control technologies (Git, GitHub) in a professional environment
- Experience in Object-Oriented Programming, as well as using Windows and Unix command-line interfaces

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Education

Bachelor of Science (Honours), Computer Science (Transfer Student)   2024 - Present
York University

Advanced Diploma, Computer Engineering Technology   2020 – 2024
Sheridan College

Side Projects

Steam Review Summarizer
- A Steam Review Summarizer React web app that summarizes reviews for Steam games using the Steam API and OpenAI GPT-3.5 model, it is accessible through a website hosted on Firebase here
- It includes a backend server built using Node.js with the open-source Express framework and uses RESTful APIs for server-client communication

Notepad App
- An Android Notepad app with third-party Google user authentication using OAuth 2.0; video demonstration can be found here
- The notepad app is cross-platform and uses a cloud backend and RESTful API to sync to a Windows desktop app and a React web app hosted on Amazon Web Services here