

Kevin Ge

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SKILLS

Languages Java, Javascript, Python, C++, C, HTML, CSS

Tools/Technologies React, React Native, Node.js, Express.js, REST APIs, Flask JQuery, Bootstrap, Git

PROJECTS

Spotify Playlist Personalizer

github.com/KevinGe00/SpotifyPlaylistPersonalizer

- Built a **web app** that generates **personalized playlists** directly onto user's Spotify library
- **Filters an input playlist** for songs by artists that the user listens to
- Built backend with **Node.js** and **Express** to retrieve data from **Spotify's Web API** services
- Developed front end with intuitive **login sequence** using **JQuery** and **Bootstrap**
- Implemented a secure **OAuth 2.0 authentication flow** to grant the app permission to user's Spotify data

Robot Seed-Planter – Pueblo Science Hackathon Winner 🏆

[Link to news article about project](#)

- **Led a team** of 3 to design and construct a **robotic rover** made to **plant seeds** at programmable intervals
- Built using a custom **Arduino** circuit board while the rover's functionality was programmed in **C++**
- Designed to **promote STEM education in third world countries**
- **Winner** and **judge favorite** at the Pueblo Science Hackathon for Science Education

Find My SmartCar – UofT Hacks VI

github.com/KevinGe00/FindMyWhip

- Built a **web app** that helps connected car owners find their car using **live location data**
- Used **Python** and **Flask** as backend to fetch live data from **SmartCar's API**
- Used the **Google Maps API** and **Microsoft's Azure CV API** to enhance location description

Desperado – Android Game

github.com/KevinGe00/Desperado-AndroidGame

- Designed and developed an **Android game** in **Java** using the **model view presenter** design pattern
- Maintains a clean and highly **extensible** design by adhering to the **SOLID principles** of programming
- Implemented all **player movement** and **sprite animations** in the second level of the game
- **Worked in a team of 5** and used **git** as version control

EDUCATION

University of Toronto - St. George

Toronto, ON

Bachelor of Science, Computer Science Specialist and Statistics Minor

September 2018 – April 2022

- **Overall GPA:** 3.46/4.0 (expected)
- **Relevant Coursework:** Software Design, Software Tools and Systems Programming, Data Structures and Analysis, Introduction to The Theory of Computation, The Design of Interactive Computational Media

WORK/LEADERSHIP EXPERIENCE

University of Toronto Computer Science Student Union

Toronto, ON

Orientation Leader

September 2019

- Led a team of incoming first year computer science students through various events of the computer science frosh orientation