

Kevin Pereda

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EDUCATION

University of Central Florida

Bachelor of Science in Computer Science

Orlando, FL

Expected Graduation: Spring 2027

EXPERIENCE

Meta

June 2025 - Aug 2025

Software Engineering Intern | Onsite Intern

Menlo Park, CA

- Completed 3-week intensive web development training program alongside Meta engineers, mastering **React**, full-stack development, **HTML**, **CSS**, and **JavaScript** through **50+** hours of instruction.
- Partnered with experienced Meta engineers on capstone project, conducting regular 1-on-1 sessions discussing code architecture and implementation strategies.
- Applied **Git workflows** and technical documentation, learning to scope challenges and structure 5-week timeline from project inception to deployment.
- Engaged in daily code reviews across **73** pull requests, resolving **30+** feedback points while receiving mentorship on industry-standard development workflows.
- Presented capstone project to **10+** Meta engineers, demonstrating technical implementation and problem-solving approach for real-world web development challenges.
- Launched a production experiment in Facebook Ads Manager to roll out a new ad preview to targeted user groups.

Knighthacks

Feb 2025 - Present

Projects / Mentor Director

Orlando, FL

- Guided over **100** mentors/mentees in professional development, hackathon success, and software development.
- Improved the proportion of mentees with professional resumes by **48%**, ensuring preparation for job applications.
- Organized LinkedIn optimization and headshot sessions, supporting **60+** mentees in building professional presence.
- Increased program participation by **53%**, improving engagement and organization outreach.

Mitsubishi Power Americas

May 2024 - August 2024

Software Development Associate | Hybrid Intern

Orlando, FL

- Utilized **PI Asset Framework (PI AF)** software to backfill specific attributes in the **PI AF database**, improving data accuracy by **25%** and ensuring reliable data for ongoing operations.
- Navigated a codebase consisting of **Angular** and **Django** to build accurate data maps, enabling **3** developers to quickly locate the source of data when issues arise.
- Created user manuals for applications on the development team's website, which were used by **2,800** employees to navigate the site with ease, enhancing their ability to use the applications effectively.

All Mechanic Corporation

June 2021 - August 2022

Mechanical Engineer Assistant | Seasonal Onsite Intern

Miami, FL

- Accelerated repair of several automobiles, performed oil changes, and tire rotations, increasing daily output of serviced cars by **15%**.
- Furthered growth of the company by gathering data and promoting them online.

EXTRACURRICULARS & PROJECTS

StreamNet (Meta Capstone) | React, NodeJS, Tailwind, Express, Websockets, TS

June 2025 – August 2025

- Developed full-stack web app for streamer networking and discovery, utilizing **React** frontend, **NodeJS** backend, and **PostgreSQL** database via **Supabase**.
- Engineered **ML recommendation algorithm** calculating match scores across **5+** features, improving compatibility matching by **30%**.
- Built real-time notification system using **WebSockets** and smart scheduling algorithms, increasing user engagement by **15%** through targeted timing optimization.
- Implemented secure authentication using **Supabase OAuth** with Twitch integration, protecting API routes and **WebSocket** connections with middleware.
- Integrated **Twitch API** across 2 endpoints to enhance matching algorithm with real-time gaming preferences and streaming tags.

Cyber Spurs (Unity Game) | Unity, C#, Jira

August 2024 – December 2024

- Developed a 3D game in **Unity**, utilizing **C#** for scripting to implement game mechanics and functionality.
- Designed **3** immersive game levels with a focus on enhancing user experience and maintaining gameplay balance, improving engagement by **20%** based on play testing feedback.
- Collaborated with a team of **3** members, using **Jira** to manage **30+** tasks, ensuring timely completion and improving team productivity by **15%**.

TECHNICAL SKILLS

Programming Languages: Java, HTML, CSS, TypeScript, JavaScript, C, C++, C#.

Libraries & Frameworks: React, Next, Tailwind, Prisma, Express, NodeJS.

Software & Tools: Microsoft Office Suite, Git, Github, Supabase, Unity, Jira, Postman, Insomnia, Vitest, PI AF (PI Asset Framework).

Languages: English (Fluent), Spanish (Fluent).