

Education

Chicago, IL **University of Illinois at Chicago** **August 2018 – December 2020**

- Bachelor of Science in Computer Science. In-major GPA: 3.4 / 4.0.

Technical Skills

- **Languages:** Proficient: JavaScript, SQL (MySQL), Python, Java, HTML, CSS Prior Experience: C#, C++
- **Frameworks and Libraries:** React, Node.js, Express, Bootstrap, Flask, Jest, JavaFX, React-Testing-Library
- **Tools:** Git, Linux, Docker, AWS (S3, EC2, Elastic Beanstalk, RDS), JWT, webpack, Firebase, CI / CD

Projects

Spot-A-Song (Music App)

spot-a-song.com

- Developed an intelligent algorithm using Spotify's API that enables users to create playlists based on a song
- Constructed a **Python** REST API with **Flask** to query a **MySQL** database for users saved and liked playlists
- Analyzed **over 160,000** music tracks using **Python** and **pandas** library to develop a machine learning model that was able to classify **about 50%** of tracks into the correct genre, further enhancing the algorithm
- Created unit tests using **Jest** and **React-Testing-Library** to test **React** front-end rendering and interactions
- Containerized with **Docker** and deployed to **AWS Elastic Beanstalk** connected to an **AWS RDS** DB instance

Re:Art (Social Media Platform)

github.com/Polvyer/Re-Art

- Developed and deployed a mobile-friendly social media platform with **MERN Stack** letting users upload images of their art publicly or privately to an **AWS S3** bucket, requesting feedback for each image they upload
- Built extensive REST API using **Node.js**, **Express**, and **MongoDB** featuring CRUD operations to create, edit, and delete any post on a user account and authentication using **JWTs** and client-side browser cookies
- Containerized entire application to run in an **AWS EC2** instance using **Docker**

Chicago Sense (Travel Site)

chicago-sense.web.app

- In a team of four, developed a full-stack web application that helps users find places in Chicago using **HTML**, **CSS**, **JavaScript**, **Bootstrap**, **React**, and **Firebase**
- Bundled and optimized with **webpack** and deployed to **Firebase Hosting**

Trust me (PC Game)

github.com/Polvyer/Trust-me

- **Headed a team of three developers** to create a 3D puzzle game in **Unity** focused on exploring lucid dreaming
- Created an AI that can path find its way in a level and other scripts related to level design and UI with **C#**

Tic-tac-toe (Desktop Application)

github.com/Polvyer/TicTacToe

- Developed multithreaded client and server programs for playing Tic-tac-toe using **Java** and **JavaFX**
- Implemented Minimax algorithm to play the best possible move depending on the difficulty chosen by the user

Experience

Teaching Assistant **University of Illinois at Chicago** **August 2020 – December 2020**

- Wrote a **Python** script to organize Blackboard submissions which **saved 3 hours per week** in manual time
- Held weekly office hours to help students with programming problem sets and technical concepts