KEVIN CHANDRA

(289) 700-6659 | ck.kevinchandra@gmail.com | github.com/Sclatch | linkedin.com/in/kevin-chandra98

QUALIFICATIONS:

- Experience working in diverse cultures and enjoy working within a team
- Eager to learn new skills: utilize critical thinking and problem solving as demonstrated by learning multiple programming languages
- Communicate fluently in English, Indonesian and German
- Dedicated Digital Artist for more than 10 years, continuously improving skill as a commissioned artist

EDUCATION:

Ontario Tech University *(University of Ontario Institute of Technology)* *Sept 2018 – June 2022*
Bachelor of Science (Hons), Computer Science, Data Science Specialization
Graduated with Distinction (GPA: 3.65/4.3)

SKILLS:

- **Programming Languages:** C++, C#, Java, Python, SQL, JavaScript, React.js, Node.js, HTML, CSS, Dart
- **Tools / Environments:** NumPy, Pandas, TensorFlow, jQuery, Flutter
- **Databases:** NoSQL, MongoDB, Firebase

SOFTWARE PROJECTS:

- **Expendable Employees Website –** A website for managing employees
  https://github.com/Sclatch/Expendable-Employees
  - Programmed in JavaScript using React.js library and Material UI framework to design the website
  - Utilized NoSQL, a query language, on MongoDB for its cloud storage
  - Service oriented architecture website that relied on multiple other components
  - Applied the front-end side of the project which demonstrated code and design skills

- **Asteroid Video Game** – A top-down space shooter video game
  https://github.com/Sclatch/ASTEROID-Game
  - Performed the roles of both designer and programmer on the project
  - Coded in Java with JavaFX library without using a game engine
  - Designed and created all art assets in the game
  - Communicated effectively with the team about the art and gameplay decisions

- **Pulsar Mobile Application** – An Android social media application
  https://github.com/Sclatch/Pulsar-App
  - Coded in Dart using Flutter and Firebase as its cloud storage
  - Implemented the front-end and back-end portion of the project
  - Lead a small team of developers and organizing tasks to streamline workflow
  - Applied the methods that has been taught in class to the project

- **Virtual Reality (VR) Reading Software –** Thesis project on optimizing the effectiveness of reading in VR
  https://github.com/vialab/VR-Reading
  - Developed in Unity Engine with C# as the scripting language
  - Employed Rapid Serial Visual Representation (RSVP) to overcome the limitations of VR hardware
  - Utilized the advantages of virtual reality and applying it to the software
  - Implemented multiple techniques such as software design pattern learned from previous classes