Kevin Suriawijaya

(626) 616-3625   ksuriawijaya@gmail.com   **Github**   **LinkedIn**

Work Experience

Software Engineer

Fixstars Solutions   May 2021 - October 2023
- Led cross-functional teams to identify user needs, design features, and deliver timely software solutions, ensuring alignment with business goals.
- Collaborated with clients on developing RESTful APIs, integrating Azure, and MySQL storage to accommodate dynamic requests; test builds were deployed via github actions on a kubernetes cluster.
- Developed reports, data visualizations, and progress updates to communicate key insights and ensure stakeholders were aligned on project goals and timelines.
- Conducted data analysis on consumer behavior to inform product decisions and design features that improved user experience and engagement.

Full Stack Engineer, Internship

Rebel Space Technologies   December 2020 - April 2021
- Developed a secure front-end React/Redux application leveraging authentication with PKCE and AWS Cognito.
- Created reusable plots for visualization with visx/d3 and custom reusable components using material-ui
- Leveraged Sequelize ORM and Jest for fast prototyping and unit-testing API endpoints on an express application.

Technical Admission Specialist

App Academy   January 2020 - December 2020
- Evaluated candidates' technical abilities in coding and problem-solving across multiple languages.
- Provided constructive feedback on algorithmic problem-solving, helping candidates refine their critical thinking and communication skills.

Reader & Tutor | Foundations of Video Game Design

University of California, Santa Cruz   January 2016 - March 2016
- Tutored students in video game design principles, fostering collaboration and problem-solving skills within teams.
- Taught students about limitations of Twine and GameMaker and proper script writing in GML.

Projects

boneappletea (Ruby on Rails, JavaScript, React, Redux, HTML5, AWS, CSS3)   github

A full stack single-page bon appetit clone where users can share what they love about recipes
- Built a search feature leveraging Rails' built-in polymorphic associations to query the database to allow for direct and convenient access to specific recipes.
- Integrated Amazon S3 and PostgresSQL using Rails ActiveRecord associations for faster and easier storage.

WhatNow   (MongoDB, Express, React, Redux, Node, JavaScript, Google Maps API, Yelp API)   github

A web app enabling users to find activities in SF on the fly; created by a team of 4.
- Facilitated team's git workflow to increase productivity and expand features within a strict time frame.

everybody's sad   (Unity, C#, SteamVR)   live site | steam

University of California, Santa Cruz   October 2017 - October 2018
- Developed and implemented prototypes on limited VR hardware; relying on proper planning and consistency.
- Collaborated with peers in art, design, and engineering to align on project goals.
- Conducted playtests to refine core gameplay mechanics and achieve targeted aesthetics.
- Showcased at IndieCade, Intel GameDev at GDC, and DreamHack Indie Playground; received the GameGo grant

Education

Web Development - App Academy   August 2019 - December 2019

BS Computer Science: Computer Game Design - University of California, Santa Cruz   August 2014 - June 2018

Skills

Python | JavaScript | Ruby/Rails | scikit-learn | Three.js | SQL | Docker | Kubernetes | React | Git/Gitlab | HTML/CSS | JIRA | C# | Unity | SteamVR