

Kevin Suriawijaya

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[Github](#)

[LinkedIn](#)

[Portfolio](#)

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 PostgreSQL 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