

KEVIN SURIAWIJAYA

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[PORTFOLIO](#)

[GITHUB](#)

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SKILLS

JavaScript, React, Redux, Ruby on Rails, visx, D3, Sequelize, HTML5, CSS3, PostgreSQL, Git, Express, AWS S3 & Cognito, Jest, MongoDB, Python, C#, Unity, Three.js

EXPERIENCE

Software Engineer

Fixstars Solutions

May 2021 - Present

- Develop and maintain full stack solutions for customers; both internal and consumer facing applications.
- Coordinated on a full stack implementation of a web application using React/Redux + Node.js stack with pre-existing GraphQL APIs and OAuth token exchange.
- Collaborated on the design and implementation of a 3D visualization displaying fluid vectors in real time to showcase technical benchmarks; The tool was created using points, meshes, and textures in three.js + bicubic interpolation to scale.

Full Stack Engineer, Internship

Rebel Space Technologies

December 2020 - April 2021

- Built a front end react/redux application from the ground up incorporating PKCE and AWS Cognito user pools.
- 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 of API endpoints on a standalone express app.

Technical Admission Specialist

App Academy

January 2020 - December 2020

Reader & Tutor | Foundations of Video Game Design

University of California, Santa Cruz

Jan 2016 - Mar 2016

- Consulted a class of 30 students on project ideas and achievable goals within allotted time frames.
- Taught students about limitations of Twine and GameMaker and pointed out common misconceptions and how to write helper scripts in GML.

PROJECTS

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

[live site](#) | [github](#)

A full stack single-page [bon appetit](#) clone where users can share what they love about recipes; created solo

- Refactored JSON builder files to maintain a flat state shape and minimized logic and API queries in the frontend.
- 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 to allow for faster and easier storage.

little ones (JavaScript, HTML5, CSS, Webpack)

[live site](#) | [github](#)

An audio-centric sandbox for creating music with ridiculous sounds; created solo

- Utilized Javascript's built-in library for audio and canvas as the primary building blocks of interaction.
- Used a colorblind-friendly palette to make the application accessible to more audiences.
- Refactored early and often on the design of the system and objects for more extensible code.

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

[live site](#) | [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.
- Incorporated Google Maps and Location API calls into our central feature to engage users with real-time events.
- Reorganized our keys database and API keys into .env and dev files to restrict access and protect our application from malicious users/scripts.

everybody's sad (Unity, C#, SteamVR)

[live site](#) | [steam](#)

EDUCATION

Web Development - App Academy | Fall 2019

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