

KEVIN SURIAWIJAYA

(626) 616-3625

ksuriawijaya@gmail.com

[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SKILLS

Python, scikit-learn, PyGAM, Flask, MySQL, Kubernetes, Docker, JavaScript, HTML5, React, Redux, Ruby on Rails, Sequelize, CSS3, PostgreSQL, Git, Express, Three.js, Gitlab, JIRA

EXPERIENCE

Software Engineer

Fixstars Solutions

May 2021 - October 2023

- Kept ongoing rapport with clients while developing RESTful APIs, integrating Azure, and MySQL storage to accommodate dynamic requests; test builds are deployed via github actions on a kubernetes cluster.
- Own the design and development of a client project from start to prototype training machine learning models on large historical data using scikit-learn libraries.
- Create easy to understand materials to demonstrate the importance of development of tools in projects employing statistical formulas and model metric comparisons on large datasets.
- 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

January 2016 - March 2016

- Taught students how to write scripts for Twine and GameMaker as well as misconceptions and strengths of the tools.

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

- 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

- 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)

[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

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