

Kevin Suriawijaya

(626) 616-3625

ksuriawijaya@gmail.com

[Portfolio](#)

[Github](#)

[LinkedIn](#)

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

Experience

Software Engineer

Fixstars Solutions

May 2021 - October 2023

- Worked alongside cross-functional teams across different clients/companies to identify needs, perform tests, reiterate, and deliver.
- Owned the design and development of consumer facing applications from idea and data, to exploring and testing, to its delivery as an MVP.
- Analyzed large historical data of consumers using python libraries; and workshop corresponding features to help make informed decisions.
- Collaborated with clients to align on realistic timelines/expectations and design a front-end dashboard.
- Created reports, data visualizations, and updated timelines to inform stakeholders of insights and ongoing goals.

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 API endpoints on an express application.

Technical Admission Specialist

App Academy

January 2020 - December 2020

- Conducted technical screenings of applicants in a variety of coding languages including JS, Python, and Ruby.
- Guided candidates through algorithmic and critical thinking exercises with responsive analysis and feedback.
- Assessed the technical and behavioral aptitudes of candidates prior to admission to ensure a good fit.

Reader & Tutor | Foundations of Video Game Design

University of California, Santa Cruz

January 2016 - March 2016

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.

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.

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

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

University of California, Santa Cruz

October 2018 - October 2019

- Awarded the [GameGo](#) grant
- Showcased at [IndieCade](#), [Intel GameDev](#) panel at [GDC](#), and [DreamHack Indie Playground](#).

Education

Web Development - App Academy | August 2019 - December 2019

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