KEVIN SURIAWIJAYA

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SKILLS

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

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 development of a feature from start to prototype training models on large historical data using scikit-learn libraries.
- Create easy to understand materials to demonstrate the importance of development of tools in projects such as those which employ statistical formulas and filter outliers in 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

- Consulted a class of 30 students on project ideas and achievable goals within allotted time frames.
- 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 PostgresSQL 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*