Alex Van Kuiken

(616) 264-9522 Grand Rapids, Michigan alex-zvk@outlook.com

Education

University of Michigan Graduated May 2023

Bachelor of Science in Computer Science, Cognitive Science

Ann Arbor, Michigan

• 3.882 GPA, Recipient of a full tuition scholarship.

City High Middle School

Graduated May 2019

High School Diploma

Grand Rapids, Michigan

• Graduated summa cum laude, National Honor Society, 4.0/4.0 GPA, IB Diploma recipient, 39/45.

Work Experience

Capital One Financial Corporation

June 2022-August 2022

Software Engineering Intern

Mclean, Virginia

- Migrated the company's API Console from Polymer to LitElement, converting, testing, and debugging 8 web components while updating the site's CSS and UI.
- Created a testing suite for the API Console, hardening individual components with Web-Test-Runner and testing the console as a whole using Cypress.

Academy of Art and Design

March 2021-April 2022

Tutor

Grand Rapids, Michigan

- Developed 3 weeks of Python coursework, teaching students fundamentals of creating Python script to automate video-editing.
- Pioneered the creation of AAD's SAT tutoring department, by single-handedly developing over 50 hours of lesson plans for 3 new weekly students.

ModMotion Media Company

June 2017-August 2017

Grand Rapids, Michigan

Intern

- Conducted operation tests on ten computers and virtual reality system pairs created for Amway Corporation to heighten consumer experience, diligently handling computer equipment.
- Explored a new burgeoning field of virtual and augmented reality experiences as part of business representation and marketing

Projects

FridgeChef April 2023

School Project

University of Michigan-Ann Arbor

- Implemented in Python using Twilio, spaCy, Flask, and Hugging Face Transformers.
- Generates dinner recipes for a user based on text conversations specifying ingredients, dietary restrictions and dietary preferences, sent directly to a phone.
- Created in a group of eight as part of a capstone project in conversational AI.

Solution-finder for the Traveling Salesperson Problem

December 2021

School Project

University of Michigan-Ann Arbor

- Implemented in C++.
- Given a collection of xy-plane coordinates, separately finds both a quick and optimal solution to the Traveling Salesperson Problem.
- Implemented using random insertion and branch-and-bound with pruning.

Skills and Interests

- Coding: C/C++, Python, Java, Javascript, HTML, SQL, MongoDB
- Conversationally fluent in Chinese
- Proficiency in Adobe Photoshop and Adobe Premiere Pro