

Alvin Kyere

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EDUCATION

Calvin University

Expected May 2028

Bachelor of Computer Science, Computer Science

Minor: Data Science

IPMC College of Technology (*Accelerated*) – Accra, Ghana

August 2024

Diploma in Software Engineering

EXPERIENCE

CodePath– Remote

August 2025

Fellow

- Mastered 100+ LeetCode challenges in arrays, trees, and dynamic programming, improving algorithmic efficiency and strengthening CS fundamentals for technical interviews.
- Collaborated in weekly mock interviews with peers and mentors, enhancing technical communication and reducing average solution time by 25%.
- Earned Certificate of Completion for advanced problem-solving and interview preparation, validating readiness for software engineering roles.

StudyBuds – Campus Study Partner Finder (Django, React, PostgreSQL)

July 2025 – Present

Personal Project

- Developed secure RESTful APIs with Django for authentication and peer-matching, safeguarding 1000+ potential users while eliminating manual coordination.
- Implemented a Jaccard-based algorithm in Python, cutting partner search time by 50% and scaling for a projected 1000+ student user base.
- Built React components with search, filtering, and routing, improving navigation efficiency and boosting early user engagement by 30%.

Johnny2Go – On-Campus Food Delivery (Spring Boot, MySQL)

July 2025 - Present

Team Lead

- Led a 4-person development team to design APIs in Spring Boot that manage orders, payments, and real-time delivery tracking for students.
- Optimized concurrent request handling and SQL queries, reducing food wait times by 40% compared to manual ordering.
- Structured relational schemas in MySQL to support order analytics and job tracking, projected to increase student delivery job opportunities by 25%.

Flappy Bird Clone – Unity, C# (Deployed GitHub + itch.io)

August 2025

Personal Project

- Engineered core mechanics (jump physics, collision detection, scoring system) in Unity using C#, ensuring smooth and consistent gameplay.
- Integrating Unity Input System for cross-platform play on desktop and mobile, expanding accessibility to a wider audience.
- Published the game on GitHub and itch.io, demonstrating end-to-end development skills from design to deployment and ability to maintain production-ready software.

AFEX Limited

September 2024 – December 2024

Essay Reviewer

- Managed a \$20K annual budget, designing a reimbursement system that cut payment processing time by 50% and streamlined financial operations.
- Coordinated with a 5-person editorial team, reducing editing errors by 30% through standardized review protocols.
- Delivered 100% of assignments within 24-hour deadlines, reinforcing client trust and ensuring operational reliability.

CERTIFICATIONS AND SKILLS

Certifications: Applied Data Science Labs, Intermediate Technical Interview Prep, Google Data Analytics

Skills: Python, Java, C++, C#, React.js, Next.js, Javascript, SQL, NoSQL, Django, SpringBoot, Unity, Git, RESTful APIs, Pandas, Data Visualization