

# Kevin Chou | Software Developer

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## Work Experience

Jan 2015 - Present

Software Developer & Actuary | Willis Towers Watson | Visual Basic, MySQL, Active Record

- Developed Quantify, a data management, valuation and reporting software; responsible for creating custom codebases for clients with complex plans and data & revamping/maintaining data pipelines and ETL scripts for batch processing into data warehouse.
- Improved application reliability by programming logic to test/validate data, apply data assumptions, calculate liabilities & produce financial reports. Improved software maintainability by converting programs from legacy systems to new backend systems. Improved software scalability by reviewing/refactoring code for accuracy, readability and time-efficiency.
- Created documentation for using programs, design limitations and ongoing technical issues.

Freelance Engineering | jQuery, Python

- Automated collecting parcel & product data from websites DPD International Tracking Service, Farfetch, Net-a-Porter & SSENSE. Reduced processing time from hours to minutes.
- Automated updating financial data via pandas and multiprocessing from Yahoo and Google sites. Facilitated screening financial products and hedging strategies according to Black-Scholes theory.

## Full Stack Web Projects

May 2019 - Present

[Want.com](#) | JavaScript, postgresSQL, Ruby, Rails, React, Redux

- Cloned the style and functionality of the e-commerce website Wish.com. Features include adding reviews, editing items to cart and searching products by name & theme.
- Implemented infinite-scroll to fetch products from server to mimic index page.

[3d-Minesweeper](#) | JavaScript, ThreeJS, Canvas

- Utilized a graph data structure and recursive search algorithm to identify adjacent vacant cubes.
- Integrated ThreeJS libraries to apply custom event handlers with raycasting to interface cube objects.

[Multi-Go](#) | JavaScript, MongoDB, React, Redux, Node.js, Canvas, WebSockets

- Created a game server to play variations of the classical board game Go. Custom settings include variable number of players, board sizes and grid layouts.
- Synchronized lobby page, chat messaging and move coordination via websocket and server requests.

**Skills** | React.js, Redux, JavaScript, Python, Ruby, Rails, SQL

**Education** | University of Southern California | Bachelor of Arts in Economics