

# CURTIS KIN KOKULOKU

Minneapolis, MN | +1 612-513-1815

[c.kokuloku01@yahoo.com](mailto:c.kokuloku01@yahoo.com) | [linkedin.com/in/curtis-kokuloku](https://www.linkedin.com/in/curtis-kokuloku) | [github.com/curtiskokuloku](https://github.com/curtiskokuloku)

## EDUCATION

---

### UNIVERSITY OF MINNESOTA

Bachelor of Science in Computer Science

Minneapolis, MN

Expected December 2024

**GPA:** 3.3

**Relevant Coursework:** Software Eng. I, User Interface Dsgn., Algorithm & Data Str., Internet Programming, Program Design & Development, Operating Systems, Machine Architecture, Functional Programming, Database Systems, AI

## TECHNICAL SKILLS

---

**Languages:** Java, C/C++, Python, HTML/CSS, JavaScript, SQL, TypeScript, WordPress

**Frameworks/APIs:** Node.js, React, NumPy, Angular, Django, JUnit

**Tools/Platforms:** MacOS, Git/Github, Unix/Linux, Windows, MySQL, PostgreSQL, VS Code

## PROFESSIONAL EXPERIENCE

---

### SOFTWARE DEVELOPER

University of Minnesota, Rocket Team (Avionics)

Minneapolis, MN

Sept 2023 – Present

- Collaborated with a team of 10+ developers to create a custom ground station desktop application that can receive, process, visualize, and store live telemetry from a rocket

### UNDERGRADUATE TEACHING ASSISTANT

University of Minnesota

Minneapolis, MN

Sept 2022 – Present

Courses: Machine Architecture (C), Algorithms & Data Structure (Java), Intro to Programming (Python)

- Led lab sessions for 50+ students on topics like algorithms, data structures, and machine architecture
- Provided 1-on-1 coding help during office hours, enhancing debugging and problem-solving skills
- Delivered detailed feedback on assignments to further academic understanding

### UNDERGRADUATE RESEARCH ASSISTANT

University of Minnesota

Minneapolis, MN

Sept 2022 – Feb 2023

- Collaborated closely with graduate research assistants, providing valuable support in their ongoing projects and initiatives, under the guidance of Professor Junaed Sattar
- Assisted in designing and conducting experiments, collecting and analyzing data, and interpreting research findings

### EMBEDDED SOFTWARE ENGINEER

University of Minnesota, Small Satellite Research Lab

Minneapolis, MN

Sept 2021 – Feb 2022

Technologies: C++, Git, Google Test, GitHub, Python

- Implemented ROS-based device drivers and protocols for cube satellite sensors and actuators
- Integrated satellite data pipelines, enhancing team workflow and reducing duplication

## PROJECTS

---

### BALLOT WEB SCRAPER - [github.com/curtiskokuloku/Ballot-Web-Scraper](https://github.com/curtiskokuloku/Ballot-Web-Scraper)

Mar 2023

- Scraped regional election website to retrieve ballot data and display contest information to users
- Utilized Java, JSoup, and Selenium to ingest and parse data from sites with varying layouts and structures

### SNAKE GAME - [github.com/curtiskokuloku/Snake-Game](https://github.com/curtiskokuloku/Snake-Game)

Apr 2022

- Built classic Snake game with Python Turtle module, implementing game loop, collision detection, scoring