

CURTIS KIN KOKULOKU

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EDUCATION

BACHELOR of SCIENCE in COMPUTER SCIENCE

College of Science and Engineering, University of Minnesota - Twin Cities

Minneapolis, MN

Expected December 2024

GPA: 3.3

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

TECHNICAL SKILLS

Languages: C++, Java, Python, HTML/CSS, JavaScript, C, C#, SQL, TypeScript, Assembly, OCaml, PHP

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

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

PROFESSIONAL EXPERIENCE

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

SOFTWARE DEVELOPER

University of Minnesota, Rocket Team (Avionics)

Minneapolis, MN

Sept 2023 – Mar 2024

- 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

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

PERSONAL PORTFOLIO - github.com/curtiskukuloku/Personal-Portfolio

Jan 2024

- Developed a portfolio website using HTML, CSS, and JavaScript demonstrating my front-end web development skills
- Implemented responsive design, and interactive features like opening/closing mobile menu, tabbed content sections, and contact form

TETRIS - github.com/curtiskukuloku/Tetris

Sept 2023

- Created a classic Tetris game in Python utilizing the Turtle graphics library for an engaging and interactive gaming experience by providing dynamic block movement, a scoring system, and a modular codebase

BALLOT WEB SCRAPER - github.com/curtiskukuloku/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/curtiskukuloku/Snake-Game

Apr 2022

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