Kai Devrim McCormick

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Computer Engineering student committed to solving problems and making the world a better place.

Skills

- C#, JavaScript, HTML/CSS, Kotlin
- React, .Net, NodeJS, Excel, Wireless, Radio
- Git, Docker, Linux, Servers, Circuits, Hardware

Education

Seattle University '2027, Computer Engineering
Foothill College '2023

Experience

Programmer @ Northwest IdolFest / Seattle, Washington   JUNE 2023 – NOVEMBER 2023
- Was assigned a ticket to fix a long-standing issue affecting how the guests were presented on the website.
- I used my previous experience in JavaScript and React to quickly learn Gatsby to improve performance on the website.
- I was able to showcase my team working skills by effectively communicating with other team members and asking them questions related to the website.

Event Organizer @ CodeDay / San Jose, California   DEC 2021 – PRESENT
- I helped organize a virtual and helped host multiple in person events that resulted in hundreds of students with no prior programming background, learn to code.
- I was able to successfully get multiple high-profile speakers to attend our event and host workshops on various topics such as, learning to use Linux, making a game in CSS, etc.
- I was nominated and won an award for being one of the hardest working members of the team and showcasing my knack for meeting deadlines.

Lead Tech @ ThetaHacks / San Jose, California   DEC 2020 – JAN 2022
- I lead the technical part of the team which meant I had to review and suggest changes to other member's code as well as teaching them TypeScript to use for our projects.
- The event resulted in over 500 attendees with 80 unique projects submitted.
- As part of the tech team, I made the Minecraft server and implemented custom logic and a custom game that was able to handle 80 users simultaneously.

Teacher @ eBay / San Jose, California   JULY 2019
- I was part of a team that helped teach a classroom full of children how to program in Python.
- I helped create and demonstrate various projects that can be made in Python.

Projects

Khip-8 / Kotlin   https://github.com/kaidevrim/khip-8
- I developed a Chip-8 emulator in Kotlin that allows users to run games made for a different hardware on any PC.
- The project used a lot of low-level code which allowed me to showcase my knowledge and understanding of binary and different architecture's instruction sets.

StarItAll Web / C#, ASP.Net   https://github.com/kaidevrim/staritallweb
- A website designed to quickly star every repository made by a GitHub user.
- I made the backend in C# using the ASP.Net framework and implemented oAuth2 sign on to access the GitHub user's account.

XKCD.Net / C#, Unit Tests   https://github.com/kaidevrim/xkcd.net
- A NuGet library used by hundreds of projects that provides an easy-to-use interface for fetching comics from the XKCD website.

StarItAll CLI / Go   https://github.com/kaidevrim/staritall
- A cross-platform command line tool made in Golang that uses the GitHub API and multi-threading to quickly star every repository made by a GitHub user.