

Kenzie Evan

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SUMMARY

Computer Science graduate with hands-on experience in machine learning, software development, and quality assurance. Eager to contribute to projects and continuously learn within a dynamic tech team as a Junior Software Engineer.

EDUCATION

William & Mary

Graduated 2024

Bachelor of Science | Computer Science Major | Data Science Minor | GPA 3.6

– Relevant Courses: Applied Cybersecurity, Operating Systems, Software Development, Data Structures, Algorithms

SKILLS

Programming	Java, Golang, JavaScript, C, C++, and Python
Tools & Frameworks	Next, React, Django Node, SQL, Tailwind, AWS, Pandas, Postman, Jenkins, scikit-learn
Languages	Native fluency in English and Indonesian, Intermediate in Chinese

WORK EXPERIENCE

Machine Learning Intern @ Bitmain

May - July 2023

- Improved AI image models with LLM in-context learning, consistently resulting in more detail and better lighting in images.
- Engineered three high-performance Restful APIs for users to interact with AI image models, using Golang, AWS, and SQL, diversifying the company website's functionality
- Streamlined data processing pipeline with scripts for selective image processing, industry competition research, and model testing, resulting in improved AI products

Software Engineer QA Intern @ SUNterra

July - October 2022

- Optimized automated testing protocols for 100+ APIs using Postman, Jenkins, and JSON, reducing overall testing time by 40%
- Collaborated in writing reliable code through code reviews and expanded test coverage for JSON data validation, ensuring the quality and consistency of testing pipelines.

Software Engineer Intern @ TokoPandai

July - October 2021

- Developed a physical cash pickup mobile and web application system leveraging MySQL, Node.js, and Svelte. Enabling previously unbankable mom-and-pop stores to have an e-wallet and rewards system to make digital invoice payments to distributors and manufacturers.
- Increased on-time payments by 25% and improved data quality due to digitization. Added value to suppliers by developing a web dashboard to oversee inventory and financial data.

PROJECTS

Cashmere Health - A Patient Diagnosis LLM-Powered Solution

 [Link](#)

Developed and designed a website to simplify the process of getting a doctor's diagnosis using Figma for UX and JavaScript (Next.js and React). Patients talk to the web conversational flow which automatically generates a report to medical professionals powered by large language models.

Maze Navigator - Generation and Traversal

 [Repo](#)

Implemented a 3D maze generating algorithm and the multiple methods of maze traversal robots in Java. Creating a user-friendly maze graphical interface, allowing for user controls using Android Studio