Joe Kokinda

Purdue University – Artificial Intelligence Major
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About Me

Technical Skills Python, React, JavaScript, HTML, CSS, Excel
Interests Robotics, AI, 3D printing, WebDev, Poker, Basketball

Work Experience

FIRST Robotics
Engineer Downingtown, PA (2021- 2022)

- Acquired essential skills in robot design, building, and programming
- Successfully constructed a robot surpassing competition requirement advancing to worlds competition
- Gained valuable engineering, programming, and teamwork experience. Inspiring continued pursuit of passions and personal growth

Various Food Service Companies
Food Services Downingtown/Rochester, PA/NY (2019 - present)

- Worked in various food services company as a part time job during studies
- Provided excellent customer service while executing quick transactions with accuracy in a stressful and fast paced environment

Competitions and Personal Projects

Scout, Shopping/Selling Mobile App (May 2024)

- Developed Scout, a React Native mobile app for shopping and selling, featuring Google Lens integration for item recognition and price comparison across 100+ retailers
- Implemented an automated eBay listing tool, enabling users to create and upload listings within seconds using image recognition and OAuth authentication
- Created an intuitive user interface with customizable themes, responsive design, and seamless navigation for optimal user experience on various devices

Hardware Projects (December 2023)

- Developed "smart" glasses using Raspberry Pi 4, camera module, and OLED screen, capable of real-time object recognition using the Inception v3 model. Designed and 3D-printed custom frame, implemented image processing pipeline in Python, and integrated hardware components for a functional wearable device
- Converted a bike into an electric one using a custom motor mount, Flipsky 190kV motor, and belt drive system, optimizing for campus use. Designed and 3D-printed a battery holder, integrated VESC motor control, and iterated CAD prototypes for a functional electric bike.

RIT BrickHack Hackathon (February 2024)

- Created Unbolted: A pay-as-you-go platform for accessing high-end GPUs for AI tasks, featuring a user-friendly interface for both novice and advanced users.
- Built it in 24hours (didn't sleep :)) and was built using Go, PostgreSQL, React.js, and Google Cloud.
- We tried to expand off this making a "cloud" that you host your GPU power from home on and others could rent it but we ended up running into a lot of problems and scrapped the idea.

Poker/BlackJack (January 2023)

- Simultaneously played 12 cash game tables with 0.1$/0.2$ blinds on Poker Bros and other various sites
- Analyzed my unprofitable plays using many tools and opponents' weaknesses essentially took advantage of this in both online and in person poker
- Played many games of Blackjack and have basic strategy memorized as well as knowing how to card count
- Played over 500,000 hands of poker and blackjack and am overall profitable

Education

Purdue University West Lafyette, IN (2024–Present)

- Pursuing bachelor's degree in Artificial Intelligence

Rochester Institute of Technology Rochester, NY (2023–2024)

- Pursuing bachelor's degree in Robotics
- AI club, Robotics Club, Intramural Basketball