Kai Malloy

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Education

University of California, Irvine - Donald Bren School of Information and Computer Sciences | Dean's List
Fall 2017-present | GPA: 3.70/4.00 | Expected Graduation Bachelor of Science June 2021

Programming Skills

Languages

- Python, Java, C, C++, R, HTML, CSS, JavaScript

Skills

- Android Development, iOS Development, Data Visualization with Python & R, Web Development, Git, Unit Testing, Scripting, Assembly (MIPS), Unix/Linux Shell

Work Experience

Apple | *iPhone Quality Engineer Intern* January 2019 – July 2019

- Compile large amounts of iPhone Failure Analysis data and find trends by experimenting with different means of visualization
- Present data to teammates and decide on further avenues of research as well as ways to refine the data visualization through multiple iterations
- Design and develop apps from scripts as a lasting and user-friendly tool for other teammates

AppJam+ | *Mobile Application Mentor* September 2018 – December 2018

- Teach programming concepts through mobile application development to middle school students in Orange County
- Manage students' project from concept to completion: brainstorming, refining the app idea, splitting up tasks, creating and maintaining a schedule, teaching and advising
- Prepare students for a final showcase to show their completed mobile app

Givsum | *Special Projects Intern* March 2018 – June 2018

- Design and brainstorm features for improving user experience for the company website while incorporating feedback from teammates
- Implement a calendar view of volunteer events from scratch as a test feature for the company website
- Collect user feedback and make adjustments

Rivet Learning | *Python Instructor* June 2017 – August 2017

- Create a curriculum for teaching introductory programming concepts for a summer camp
- Prepare software programming lessons and teach multiple classes
- Maintain a rigorous schedule for students to keep them on track

Relevant Coursework

Introduction to Artificial Intelligence
Intermediate Programming (Python)
Principles in System Design (Assembly)
Data Structure Implementation and Analysis (C++)
Discrete Mathematics for Computer Science
Introduction to Probability and Statistics for Computer Science

Language Skills

Bilingual: fluent in Japanese (spoken, written), English