

Kaizen Conroy

Work Experience

Software Development Engineer Intern

AMAZON WEB SERVICES Jun 2020 – Aug 2020
Arlington, VA

Working on the Cloud Development Kit team as part of AWS Developer Tools. Will help evolve open-source developer toolkit for a variety of languages and IDEs.

Senior Computer Science Instructor II

JUNI LEARNING Jan 2019 – Present
Remote

Cultivating student understanding in Python Data Structures and Algorithms and AP Computer Science. Training top students for USA Computing Olympiad. Developing curriculum for Python Data Structures course, conducting diagnostic trial lessons, and screening instructor applicants.

Computer Science Teaching Assistant

WILLIAMS CS DEPARTMENT Feb 2019 – May 2019
Williamstown, MA

Led T.A. sessions for *Data Structures in Java* students debugging lab programs and effectively explaining advanced topics like searching/sorting algorithms, hash tables, graphs.

Software Engineer Intern

ODYSSEUS SOFTWARE COMPANY Jan 2019 – Mar 2019
Remote

Collaborated with remote team to develop tutorial applications in Flutter/Dart that helped company transfer its flagship app onto the platform.

Projects

Ticket To Ride Board Builder (Personal):

Built iOS app with Swift in XCode that lets the user build custom railroad network of cities and tracks. Developed underlying graph data structure and basic gameplay for 1 player.

Microservice Cloud Application (Coursework):

Received A+ grade from Columbia Professor Donald Ferguson. Built a website in a group of 4 with Python/Flask back-end and microservice architecture deployed with AWS Elastic Beanstalk and AWS Lambda. Personally responsible for E-tag feature on calls to MySQL database.

Web Server (Coursework):

Implemented web server written in C for Columbia's Advanced Programming course. Processes dynamic content using Sockets API and HTTP 1.0 protocol.

Heads Up Poker AI (Personal):

Object-Oriented Python console application that plays poker against the user. Uses ascii symbols to draw cards on the console and AI is capable of making quality betting decisions based on poker math.

Curriculum Development for Juni Learning:

Projects include Tic-Tac-Toe AI that never loses and Conway's Game of Life simulation. Written in Python with a focus on educational documentation.

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Education

2017 – 2021 **Williams College**
Intended B.A., Computer Science
Dean's List
GPA: 3.52. Major GPA: 3.67

Fall 2019 **Columbia University**
Visiting Student Program
Computer Science Concentration
GPA: 3.64

2013 – 2017 **Shanghai American School**
Graduated *Summa Cum Laude*
Averaged 4.82 score on 11 AP tests
GPA: 3.92

Relevant Coursework

Columbia: Microservices, Advanced Programming, Artificial Intelligence, Databases
CS: Software Methods, Algorithm Design & Analysis, Applied Algos, Data Structures
Math: Linear Algebra, Discrete Math, Game Theory, Econometrics

Languages/Software

Proficient At: Python, Java, C, \LaTeX
Experience With: Swift, C++, SQL, R, Matlab
Tech/Libraries: Git, AWS, XCode, Flask, Matplotlib

Leadership, Activities, and Awards

Williams Students Online:

Member of the Frontend Team developing skills in React and Javascript while working on school website.

Williams Ultimate Frisbee Organization:

Captain (2020), Logistics Manager (2019), 2nd-team All-Region (2019), Freshman-Of-The-Year (2018).

Classical Pianist:

Active 2004-2017 in Virginia and Shanghai, placed 2nd at the Piara Piano Competition Semi-Finals (2016).

Volunteer English Teacher:

Taught English to disadvantaged 5th-graders in rural Taiwan through selective government program.

Additional Interests:

AI, Sabermetrics, Westworld, Ticket to Ride (board game), Poker, Chess, The Beach Boys.