

Kevin A. Luong

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Education

B.S. in Software Engineering at Rochester Institute of Technology (RIT), Rochester, NY

Minor: Applied Statistics

GPA: 3.7/4.0

Technical Skills

Languages: Python, Java, C++, C, JavaScript, TypeScript

Frameworks/Tools: React, Next.js, Node.js, Django, Docker, AWS, Unreal Engine, Omniverse Platform, Nerf Studio

Databases: MySQL, PostgreSQL, MongoDB, SQL Manager, TablePlus

Other: Agile/Scrum, Git, Linux, Unit Testing (PyTest, JUnit), IIS

Work Experience

JCS Controls, Rochester, NY

August 2024-December 2024

Software Engineering Co-Op

- Designed, developed, and deployed a Recipe Editor Web Application with a **REST API** backend using **Node.js** and a **TypeScript**-based front end.
- Implemented recipe management features (create/edit/filter) that streamlined data entry and reduced manual setup time by 40%.
- Built dynamic filtering and real-time editing, improving user workflow efficiency and cutting query response delays by ~30%.
- Utilized best practices for version control with **Git** as well as detailed documentation of version releases, deployment documents and user manuals.

RIT Innovation Fellows, Rochester, NY

August 2023-December 2023

Engineering Intern

MITRE sponsored project to create a Digital Twin that mirrors real space.

- Developed a 3D digital twin prototype using Nerf Studio + Unreal Engine, enabling real-time visualization of engineering environments for MITRE-sponsored research.
- Architected, designed, and constructed a 3D model using Nerf Studio, Gaussian Splatting, and Instant NGP combined with Unreal Engine.
- Co-authored project documentation and research papers on the Metaverse, Digital Twins, VR, and related topics.
- Actively contributed to entrepreneurial and startup learning experiences, gaining valuable insights into project management and innovation.

Precision Optical Transceivers, Henrietta, NY

Software Engineering Co-Op

September 2022-January 2023

- Engineered user-friendly and engaging website features using Django views/models/forms/templates.
- Developed and optimized MySQL database queries and managed schemas for efficient data management.
- Built and deployed interactive UI and backend systems to manage optics at scale, supporting thousands of database updates weekly with zero downtime.
- Engaged in agile methodologies such as sprint planning and daily standups to enhance work productivity. Tools: Python, Django, HTML, JavaScript, MySQL, Heidi SQL, VS Code, Agile, RESTFUL API,

PROJECTS

Contrax Fantasy Football App (Senior Project):

January 2025-August 2025

- Developed frontend for a fantasy football platform using React Native + TypeScript, enabling franchise management and contract/salary cap visualization.
- Implemented state management with Zustand to support seamless login persistence and real-time data sync.
- Collaborated with 7-person team, integrating frontend with Node.js/Go backend APIs and PostgreSQL.
- Conducted peer code reviews and contributed to GitHub-based CI/CD pipeline.

NutriApp (Group Project): Project Manager

March 2022-May 2022

- Led 5-member team to design health-tracking app for meals, macros, and exercise.
- Created UML designs and system architecture diagrams; facilitated Scrum ceremonies.