Kevin La

(415) 806-7800 kevin.la79@gmail.com GITHUB LINKEDIN **PORTFOLIO**

SKILLS

JavaScript, React, Redux, Ruby / Rails, HTML5, CSS, SQL, Express, MongoDB, jQuery

PROJECTS

BottomCrab (JavaScript, HTML5) live | github

An original game based on a psychological phenomenon you can play right on a browser

- Adapted keystroke event listeners to mimic responsive sprite movement giving players more intuitive sense of control.
- Developed collision detection algorithm for sprite characters and integrated with dynamic keystroke event listeners to allow multiple inputs being handled at once.
- Designed stages with varying levels of difficulty that rely on OOP techniques and polar coordinate calculations to keep players engaged with new complexities.

TypeFighter (MongoDB, Express, React, Node) live | github

A type racing game you can play solo or compete with others

- Integrated Socket.io to allow bidirectional server to client communication, enabling real-time multiplayer functionality.
- Implemented responsive keystroke listener that provides instant feedback for incorrect letter input, ensuring accurate WPM reading over entirety of game.
- Utilized Redux architecture's unidirectional data flow with React for predictable state and reliable DOM rendering.
- Created custom modal framework using React's component architecture allowing reusability and efficient adaptability for generating new modals.

Nomflix (Rails, React, Redux, SQL, Webpack, AWS, Heroku) live | github

A seamless clone of Netflix

- Applied persistent storage with MyList feature (CRUD), allowing users to quickly remove or save videos for future viewing.
- Reduced loading time of home page by reserving expensive video fetch requests for user interactions, such as scrolling or clicking on specific genres, allowing for efficient scaling with number of videos in database.
- Bootstrapped selected profile upon logging in, removing unnecessary server requests and smoothing out user experience.

EXPERIENCE

Mechanical Engineer II Mar 2019 - May 2019

Mechanical Engineer I Nov 2015 - Mar 2019

Airspace Systems Inc. | Specializes in detection, identification, and safe capture and removal of unauthorized or malicious drones.

- Led the Quality Assurance team in planning, designing, and executing 800+ hours of tests across multiple departments in preparation for demonstrating our core products at military competitions.
- Designed and built the company's first kinetic drone defense system using SOLIDWORKS, 3D printing, and machine shop tools, laying the foundation for future models.
- Improved security drone's machine vision detection and identification rate by 15% by integrating new sensors and comms.
- Trained and supervised junior engineers on fabrication/assembly processes, best practices, and engineering documentation.

EDUCATION

Bachelor of Science in Mechanical Engineering - *University of California - Los Angeles* Sept 2011 - June 2015

- Curriculum Highlights: Introduction to Computer Science I & II (fundamentals of Computer Science, data structures, algorithms, Object-oriented programming)

App Academy May 2019 - Aug 2019

- In person 1000-hour full-stack web development course: TDD, scalability, algorithms, OOP, coding style, REST, security, single-page apps, and web development best practices.