KEVIN CIAMPAGLIA

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EDUCATION

University of California, Riverside   September 2015 - June 2019
BS, Computer Science   *Riverside, CA*

SKILLS

Languages   Proficient in C++, Python, MATLAB, HTML and CSS, JavaScript, Bash, and LaTeX.
Programs   MS Office, Final Cut Pro, Adobe Premiere and Adobe Flash.

EXPERIENCE

zyBooks   April 2018 - Current
Support Representative   *Riverside, CA*

· Responsible for answering support tickets for many different online textbooks such as Core Programming Concepts, MATLAB, Python, C++ as well as many other programming language texts.
· Updated existing coding challenges to increase understanding and clarity for students.

Highlander Newspaper   September 2017 - Current
Tech Director   *Riverside, CA*

· Managed the website: <https://highlandernews.org>
· Responsible for posting ads, creating new pages and website maintenance.
· Acted as a technology advisor to all employees at the Highlander News office.

City of Manhattan Beach   July 2017 - December 2017
IT Administrative Intern   *Manhattan Beach, CA*

· Responsible for answering calls and providing computer support for city hall and the police and fire departments.
· Wrote a Python script to organize lists of computer IDs which increased the department's efficiency.

PROJECTS

Augmented Reality Game   November 2017

· Link: <https://devpost.com/software/the-empire-strikes-hack>
· Worked in a team of four to design an AR mobile game implemented on an iPhone where you have to tap and avoid planes that fly towards you.
· Coded in Swift with Xcode, we utilized Apple's ARKit and SceneKit API's to accomplish this in 12 hours.

English to Python Code Translator   October 2017

· Link: <https://devpost.com/software/psuedo>
· Worked in a team of three to create a program, in a span of 36 hours, that allows the user to type in a line of simple English instruction to be converted into a line of Python code.
· Accomplished using Google-Cloud's natural language processing API and machine learning.

Endless Runner Game on 3D Game Engine   May 2017

· Link: <https://devpost.com/software/breathless-endless-runner>
· Worked in a team of three to design a first-person game, in the span of 12 hours where you have to avoid flying obstacles to survive.
· Used Blender, a 3D modeling/game engine, and Python scripts to accomplish this.