

KEVIN WONG

COMPUTER SCIENCE 3RD YEAR UNDERGRADUATE

CONTACT



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SKILLS

Data Structures and Algorithm Design
Github and Version Control/Collaboration
Database Systems
Mobile App Development
Full Stack Web Development

EDUCATION

**California State Polytechnic University,
Pomona**

Computer Science, B.S.

2021 - 2025

Current Overall GPA: 3.93

2021-2023 President's Honor List

2021-2023 College of Science's Dean's Lists

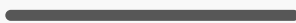
COURSEWORK

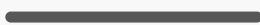
Data Structures
Design and Analysis of Algorithms
Object-Oriented Programming and Design
Computer Architecture and Operating Systems
C++ and Java Programming
Software Engineering
Systems Programming (UNIX/LINUX)

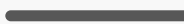
STRENGTHS

Oral and Written Communication
Persistent and Committed to Lifelong Learning
Teamwork and Collaboration
Adaptable and Detail-Oriented
Critical and Creative Thinking

LANGUAGES

Java 

C++ 

Python 

SQL 

Javascript 

SUMMARY

Highly motivated third-year undergraduate Computer Science major with a passion and curiosity for full-stack software engineering. Eager to secure an internship using my experience from academic courses and a variety of personal projects. Passionate about problem-solving and transforming abstract concepts into carefully designed, efficient, and functional software solutions.

WORK EXPERIENCE

Shadow Experience

NIS Consulting and PG&E

2019 - 2023

- Shadowed a Network Consultant and Network Engineer to follow daily operations, meetings, troubleshooting sessions, project updates, and the implementation of computer networks
- Observed the steps of how to design, develop, adapt, and maintain a computer network
- Given network simulation resources such as CISCO Packet Tracer to practice networking, create topologies, configure devices, troubleshoot issues, and perform experiments
- Participated in practical application sessions through Cisco Certified Technician related coursework

Lead Instructor

One Tribe Martial Arts Academy

2015 - 2021

- Effectively led beginner to advanced classes with students from 3 to 60+ years old; attained Lead Instructor of the Year Award (2019, 2020, 2021)
- Invited to lead classes and specialized seminars at headquarters location in San Francisco due to a lively, engaging, and efficient teaching style
- Conducted 5 classes/day, annual student-parent conferences, advertisement, and school maintenance
- Trained regional competitive team of 10+ students to obtain several medals across Northern California

Competition Judge

IgniteCS Programming Expo

2023 - 2023

- Interviewed 15 high school students' coding projects across the nation via Zoom
- Actively sought clarification; asked about hardships, obstacles, and future improvements
- Provided constructive criticism and encouragement, ranked students based on demonstrated expertise, grade level, and project complexity

PROJECTS

Attendance Management System (C++)

Versatile attendance management system crafted to cater to the needs of both students and administrators.

Universal Finite Automata Simulator (C++)

Implements a universal finite automata and accepts/rejects input based on each sub-finite automata's specific language requirements.

Mini Twitter (Java)

Java-based Mini Twitter with graphical user interface using Java Swing, uses the Singleton, Observer, Visitor, and Composite Design Patterns, while allowing for following other users and posting messages.

Spotify Python Scripts Using Spotipy (Python)

Interacts with Spotify's API to attain access token; provides console-based interface for playback on user's web browser; allows for the search and display of an artist's Top 10 Songs on Spotify.

OpenAI Chatbot with GUI (Python)

Solo Hack-a-thon project that uses Python's Tkinter library to create a user-friendly GUI for an interactive chatbot using the OpenAI GPT 4.5-Turbo model.