KELLY T. TON

Tampa, FL || kthton@gmail.com || 502-810-8877 || linkedin.com/in/kellytton || github.com/kellytton

WORK EXPERIENCE

Software and Data Engineer Intern || *SMX*   Jun 2024 – Aug 2024
- Delivered data engineering and software development solutions for the GOST Team.
- Developed sentiment analysis pipelines using spaCy, Regex, and Hugging Face's RoBERTa in AWS WorkSpace, leveraging PostgreSQL for data storage and querying.
- Conducted data collection, preprocessing, geospatial plotting, and visualization using Grafana, transforming raw data into actionable insights.
- Presented findings to senior executives, including the CEO, resulting in actionable insights and strategy adjustments.

EDUCATION

University of South Florida | **Tampa, FL**   Expected Graduation May 2025
Bachelor of Science in Computer Science   *Cumulative GPA: 3.88*

Relevant Coursework: Software Engineering, Analysis of Algorithms, OS, Database Design
Certifications & Training: Global Tech Programs - Intercultural Skills, USF - Web Development Program, Web Development with HTML, CSS & Bootstrap, Web Development with JavaScript & APIs

SKILLS

Programming Languages:	Python, JavaScript, HTML/CSS, C/C++, Java
Frameworks/Tools:	ReactJS, Bootstrap, Figma, Electron.js, Flask, SQLAlchemy, Hadoop
Cloud & OS:	Linux, macOS, Windows 11, Amazon WorkSpaces
Databases:	SQL (PostgreSQL, SQLite)
Version Control:	Git (GitHub, GitLab)
Methodologies:	Agile, Scrum, UML

PROJECTS

EduPortal | *SQLite, ReactJS, MUI, Python, Flask, HTML/CSS*
- Engineered a scalable, data-intensive software system to manage academic data for students, instructors, advisors, and staff, adhering to strict business rules and data integrity constraints.
- Designed and implemented a normalized SQLite database to handle user and academic data, ensuring referential integrity and enforcing uniqueness constraints.
- Developed a responsive, intuitive ReactJS front-end with MUI, enhancing usability and accessibility.
- Created secure Flask APIs for seamless backend integration, featuring authentication, role-based authorization, and comprehensive activity logging.

Tic-Tac-Poké | *ReactJS, Electron.js, Vite, HTML/CSS*
- Designed and developed a cross-platform Tic-Tac-Toe game with a Pokémon theme, using Electron.js to package the app as a desktop application.
- Built the front-end with ReactJS, utilizing Vite for fast build times and modern JS features.
- Created a custom game design, drawing all assets in Procreate and building the user interface mockups in Figma, including a wireframe to plan out the app's structure.
- Focused on creating an intuitive UI with an aesthetic appearance to enhance user experience.

RUSH: Rapid Unix SHell | *C, Linux*
- Engineered a custom Unix shell to execute built-in (exit, cd, path) and external commands, leveraging child processes for parallel execution while ensuring robust input parsing for command execution.
- Implemented output redirection to reroute command results to files, ensuring seamless file creation, overwriting, and error handling.