KELLY T. TON

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WORK EXPERIENCE

Software and Data Engineer Intern || *SMX*   Jun 2024 – Aug 2024
- Delivered data engineering and software development solutions for the GOST Team.
- Built and deployed NLP-based 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, Artificial Intelligence
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 | *GitHub, ReactJS, MUI, Python, Flask, SQLite* | GitHub
- Built a scalable, full-stack academic management platform for students, instructors, advisors, and staff with support for role-based access control and business logic enforcement.
- Implemented a normalized SQLite database, enforcing referential integrity and data validation rules.
- Created a responsive and accessible ReactJS frontend with Material UI, improving user experience across devices and screen sizes.
- Developed RESTful Flask APIs featuring secure authentication, role-based authorization, and detailed activity logging.

Tic-Tac-Poké | *GitHub, ReactJS, Electron.js, HTML/CSS, Vite* | GitHub
- Developed a cross-platform desktop app using Electron.js, packaging a custom Pokémon-themed Tic-Tac-Toe game with an engaging UI.
- Utilized Vite for modern JavaScript tooling and faster build times in a React-based frontend.
- Designed the entire UI/UX flow using Figma, creating wireframes and high-fidelity mockups; all in-game assets drawn in Procreate.
- Prioritized intuitive gameplay and user-centric design, delivering a seamless user experience.

RUSH: Rapid Unix SHell | *C, Linux* | GitHub
- 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.