KELLY T. TON

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WORK EXPERIENCE

Lead Web Developer & UI/UX Engineer | DefTechLink   May 2025 – Present
- Led the UI/UX design process using Figma, translating wireframes into responsive, theme-consistent interfaces with ReactJS and Material UI.
- Built a scalable component system (cards, tables, filters, dialogs, skeleton loaders) and implemented advanced features such as dynamic filters, debounced search, pagination, role-based views, and optimistic bookmarking, integrating secure Flask REST APIs and state management.
- Developed the Learn content creation pipeline, enabling creators to draft, edit, preview, and pre-release content through a custom HTML editor or PDF/video uploads.
- Integrated Stripe Embedded Checkout and subscription onboarding with tier-based access logic and user state synchronization.
- Collaborated in Agile sprints, contributing to planning, standups, and iterative delivery cycles.

Software and Data Engineer Intern | SMX   Jun 2024 – Aug 2024
- 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.

EDUCATION

UNIVERSITY OF SOUTH FLORIDA | Tampa, FL   Aug 2021 – May 2025
Bachelor of Science in Computer Science   *Cumulative GPA: 3.89*

Relevant Coursework: Software Engineering, UX Design, Analysis of Algorithms, Operating Systems
Certifications: Web Development (HTML/CSS/Bootstrap, JavaScript & APIs), Intercultural Skills

SKILLS

Languages:	Python, JavaScript, HTML/CSS, C/C++, Java, SQL
Frontend:	ReactJS, Material UI, Bootstrap, TipTap, Electron.js
Backend:	Flask, SQLAlchemy, REST APIs
Data & Big Data:	PostgreSQL, SQLite, Hadoop
Tools:	Git (GitHub, GitLab), Figma, AWS WorkSpaces, Linux/macOS
Methodologies:	Agile, Scrum, UML

KEY PROJECTS

SunnySide Weather | *ReactJS, Electron.js, Node.js, Express, SQLite, HTML/CSS, MUI, Vite* | [GitHub](#)
- Developed a cross-platform desktop weather app using ReactJS + Electron with persistent city storage, Open-Meteo/Geocoding integration, and food-mood pairing recommendations.
- Built an Express + SQLite backend with CRUD support for locations, user preferences, and local data caching.
- Designed the full UI in Figma and created custom food-themed visual assets to reinforce branding.

Tic-Tac-Poké | *ReactJS, Electron.js, HTML/CSS, Vite* | [GitHub](#)
- Designed and 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.