

KEVIN A. WEI

Double Major. in Computer Science and Mathematics

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OBJECTIVE:

To obtain an entry level position in software development that will allow for growth and a chance to use my education and experience in Java, Python, and SQL.

WORK EXPERIENCE:

06/2017-08/2017 Paragon Vision Sciences, Phoenix Arizona – Internship

- Built software program in Visual Studio (Visual Basic) to Implement contact lens design, that creates files with specific surface coordinates for lathe machine to make lenses
- Worked with research and development team to conduct prototyping new lens design and to make lens samples for testing
- Helped with organizing documents for quality control.

PERSONAL PROJECT: WinLane.gg

- Advanced analytics tool for player improvement in the video game League of Legends.
- Aggregated previous and current game data using Riot Games API to develop new statistics to help players improve their gameplay.

EDUCATION:

08/2015 – 05/2019 Bachelor's in Computer Science,

Bachelor's in Mathematics

Brandeis University, Waltham MA

Major classes:

- Data Structures and Algorithms (C)
- Object Oriented Programming (Java)
- Database Management Systems (SQL)
- Operating Systems (Java)
- Practical Machine Learning with Big Data (Python)

Course Projects:

1. Built Hashtable and linked list data structure implementations in C from scratch
2. Implemented Unix command line in Java with multithreading (ls, pwd, grep, uniq, diff)
3. Created Machine Learning models to predict things such as the amount of time between earthquakes given various seismic data

HONORS:

President of the Brandeis Esports Organization - August 2018 - May 2019

- Contributed to the founding and chartering of the club.
- Organized weekly and larger charity tournaments for Super Smash Bros. Melee
- Participated in intercollegiate tournaments and placed in the top 12 schools in the country for Super Smash Brothers Melee