

Pinhas Kevin Cohen

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Education

The Pennsylvania State University. University Park, PA

Expected Graduation: December 2016

B.S Computer Science. Mathematics Minor.

GPA: 3.67/4.0; Dean's List Fall 2013, 2014. Spring 2014, 2015, 2016

OBJECTIVE: Looking to apply my programming skills on a full-time position

Skills

Java, C, C++, JavaScript, PHP, NodeJS, SQL, HTML, Python, Ajax, C#.

Spanish, English and conversational Hebrew.

Website: <https://kevinco26.github.io>

Experience

Software Developer Intern – Microsoft

May – Present (Expected to finish in August) 2016

- Worked with big-data open source technologies such as Cassandra, Kafka and Spark.
- Developed a Dynamically Linked Library using C# to obtain metadata information that Kafka would store. This library would contain functions to further understand performance of current servers.
- Developed a web application using NodeJS to communicate with Kafka to retrieve, organize, and display the information.
- In progress, work with Scala and Spark streaming jobs. Export important Kafka metadata to Geneva (a company's internal portal for visualization of data) using charts and trend lines to further understand performance.
 - Technologies applied: C#, Scala, Cassandra, Spark, Kafka, NodeJS, HTML.

Software Developer Intern – LiveItU

September 2015- Present

- Startup to help students build an online portfolio to showcase their skills and experiences for future job opportunities.
- Developed multiple websites for the company using PHP for the back end, HTML and Javascript for the front end.
- Understood the importance of extensive team communication and fast-paced work in a startup environment.
- Gained knowledge on the different steps involved to launch a successful task (developing locally, staging, production server)
- Generated AJAX requests to service API endpoint and PHP integration to generate transactions to MYSQL database.
 - Technologies applied: HTML, Javascript, Bootstrap, PHP, AJAX, MYSQL.

Enterprise Application Technology Services Intern – AIG

Summer 2015

- Main developer in implementing a solution to automate and facilitate weekly status reports within the company.
- First website implemented connected the HTML to a SQL server using java servlets. Data stored in a database.
- Generated Ajax GET requests to fetch data from the SQL server and display it on the required format on a second website.
- Used tomcat as a local webserver for testing purposes and Datapower to host the project on the company's network.
- Understood the overall architecture of the project, which led to close work with other teams such as database architects and database administrators to further implement the project.
 - Technologies applied: JavaScript, HTML, JQuery, Bootstrap, SQL, Ajax, Tomcat, Datapower.

Project Manager Developer Team: Qlikview automation project – AIG

Summer 2015

- Worked with other interns to automate a manual process on how reports are generated within the company.
- Elected Project Manager of the development team. Project was divided into 4 teams.
- Worked with Qlikview, applications to create visual dashboards with data imported from excel, SAP Business Objects, etc.
- Responsibilities included: Importing data from SAP Business Objects to Qlikview, exporting data from Qlikview to Excel, displaying data on Qlikview in an organized and professional format.
 - Technologies applied: SAP Business Objects, Qlikview, Visual Basic.

Networked low-level 3D printer driver

Spring 2015

- Developed a low-level 3D printer driver in C.
- Printer capabilities include: Printing different materials, checking depth, moving nozzle, loading "printing models" from a file using low-level file I/O, and other features.
- Implemented network functionality with socket programing. Gained a better understanding on sent and received network packets by analyzing them with Wireshark.
- Performance was important; program ran under 8 seconds while average running time was 5 minutes.
 - Technologies applied: C, Wireshark.

- Global development with 2 other teammates and a Google Engineer mentor to build Sonido: A webapp heat map for sound. The user would record sound and the webapp would render it (as heat maps do) based on location recorded and intensity.
- Role included front-end design. Working with Javascript HTML and heat maps API to render the sound on the website.
- Use of Google Hangouts and Github to facilitate collaboration with the team.
 - Technologies applied: Google Maps API, HTML, JavaScript, Python, Flask micro framework, Mongo DB.

- Mathematics tutor. Teaching students Calculus I, II, III, Linear algebra and Matrix algebra. 10 hours per week.

Relevant Coursework

- Computer Science 473: Operating Systems. Included low-level topics: scheduling, paging, concurrency and file systems.
- Computer Science 443: Network Security. Subjects varying from cryptography, security protocols, vulnerabilities and attacks such as buffer overflows and others.
- Computer Science 362: Communication Networks. In depth learning of the OSI layer model including application, transport, and network layers.
- Computer Science 431W: Extensive database design class. Relational and non-relational databases such as MySQL and NoSQL respectively. Developed a web application in a team of 4 with a comprehensive design document that would serve as an online store with products, users and more stored on the database and being displayed on a front-end application.
- Computer Science 465: In depth course on different data structures and algorithms.
- Computer Science 311- Systems Programming. Unix systems programming in C. Virtual Machines using Ubuntu. Understood efficiency in terms of time and memory. Strong understanding on client-server operations.
- Computer Science 221- Object oriented programming with web-based applications. Used Netbeans GUI to develop a “paint app”. Created a scheduling appointment system using **SQL** for the database management and **Java** for the GUI.
- Computer Science 122- Intermediate Programming, Object-oriented programming, recursion, analysis of sorting algorithms, fundamental data structures such as Linked Lists, Hash Tables, Stacks, Queues and Binary Trees in C++.
- Computer Science 121- Intro to Programming Technology. Created Black Jack, Master Mind and Go Fish. C++.
- Calculus I, II, III. Linear algebra, Matrix algebra and Linear Programming.
- AP Computer Science in High School led to proficient skills with **Java**. Made several projects such as the game Snake, the card game War, simulated an online store. Learned and applied skills to program a robot using **Python**.
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Extra Curricular Activities

- Won TechHiring challenge award on HackPsu (2016) with a team of 4 for creating a web application that facilitates hiring technical candidates.
 - Set up NodeJs server to host backend API to communicate with front-end and Mongo DB. Helped organized the overall architecture, front-end design, and maintained version control on Github using pull requests and branches.
 - Website portrayed basic profile information but also Stackoverflow’s API as well as Github’s API to retrieve profile data such as reputation, commits, etc.
 - <https://github.com/kevinco26/hackpsu2016>
- Created a web app with node.js that uses socket.io for real time chat.
 - Main idea consists of a chat application for different Penn State classes in which any student can join to a “room” and ask questions about topics not understood in class, or any other help in general. Completely anonymous to let shy users express themselves.
 - <https://github.com/kevinco26/classroom-chat>
- Participated in HackPsu. A hackathon tailored to create apps or projects for 24 hours.
 - Developed an app for the Pebble watch that schedules reminders for people that take medicines very often.
 - The app generates requests to a webserver containing information such as name of the pills, time and day using Ajax.
 - Users send information from an HTML page to the webserver using express.js and the information is then stored on Mongo DB.
 - <https://github.com/kevinco26/PebbleFace>
- Participated in CodePsu: Penn State coding challenge. Teams of 3 gather to solve logic and programming puzzles.