KEVIN A GINTA

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Education

Biola University – *Bachelor of Science in Computer Science* (GPA 3.5, Dean's List) **May 2021**
Cypress College – *Associate's in Math and Science* **December 2018**

Technical Skills

Software Development: SCRUM, Agile, GitHub
Programming Languages: Python, C++, HTML/CSS/JavaScript, XML, Java
Databases: MongoDB, Firebase
Technologies and Frameworks: NodeJS, ExpressJS, ReactJS, Wireshark, Postman, Material-UI

Projects

MERN Stack Memories Blog - *Post Sharing Website*

Technologies: JavaScript, MongoDB, Express, React, Node, Heroku, Netlify

- Created a website where users can share and like posts using React as the client-side framework, Node and Express as the server framework and MongoDB for the database
- Supported user authentication using JSON Web Tokens as well as Google OAuth
- Deployed application using Heroku for the backend and Netlify for the frontend

Full Stack Task App - *Personalized To-do Organizer*

Technologies: Android Studio, Java, Firebase

- Incorporated unique user login to enable customized task lists based on each account
- Designed a streamlined, beginner-friendly user experience by simplifying app navigation and minimizing unnecessary clutter
- Handled account information and their respective tasks using Firebase to preserve data integrity

Biola Conservatory of Music - *Concert Attendance Tracker*

Technologies: HTML, Apps Script, Google Sheets/Form

- Conceptualized a user interface for both students and teachers to easily access attendance information through direct automatic lookup from CSV data which reduced lookup time by 75%
- Implemented time-based script triggers to allow minimal maintenance from school faculty and staff

Work Experience

Machine Learning Researcher **May 2020 – August 2021**

AMISTAD Lab (Harvey Mudd College)

- Developed 2D and 3D simulations in Unity and Python in collaboration with the Lab's team members to show the effects of intention awareness and risk perception on different agents
- Generated recursive algorithms to independently run millions of experiments on remote servers and display the compiled data via a GUI
- Analyzed simulation results to formulate "danger detection" algorithms that would aid an agent's intention attributes and improve survival rates

Publications

- Hom, C.; Maina-Kilaas, A.; Ginta, K.; Lay, C. and Montañez, G. (2021). The Gopher's Gambit: Survival Advantages of Artifact-based Intention Perception. *Volume 1: ICAART*
- Maina-Kilaas A, Hom C, Ginta K, Montañez G, "The Predator's Purpose: Intention Perception in Simulated Agent Environments." 2021 IEEE Congress on Evolutionary Computation
- Maina-Kilaas A, Montañez G, Hom C, Ginta K, "The Hero's Dilemma: Survival Advantages of Intention Perception in Virtual Agent Games." 2021 IEEE Conference on Games