

Kevin Korukonda

Web Developer

My Contact

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Relevant Courses

- Python
- Javascript
- Git/Github
- HTML/CSS
- Node.js
- Matlab: Machine Learning
- Computer Assembly
- Web Development

Education Background

- *Data Analytics with Business Decision*
- *Web Development*
- *Mathematics (Discrete Mathematics, Vector Calculus)*
- *Debugging*
- *Time Management*

CAREER OBJECTIVE

I am an undergraduate student of computer science at the University of California, Santa Cruz with experience working across the full-stack of software development. Looking for a role where I can grow and learn from experienced team members while drawing on project experience I have already successfully executed.

Work Experience

Code Ninjas | Teacher/Instructor/Supervisor

November 2021 - July 2022

Key responsibilities:

- I gave about 60 students lessons about YouTube, Programming (Scratch, JavaScript, Python), and 3D printing. I would stay overtime to make sure every student was on pace. Additionally, I would regularly meet with their parents to update them with their child's progress within the class.
- Gain experience with student and build personal relationships to foster students' success and growth

Tech4Good | Computing

April 2023 - Current

Key responsibilities:

- I am on the web development team and essentially we are given different coding components to build the website together. We work on developing systems--integrating design, modeling, and algorithms.

Projects

Steganography | Javascript

Link: <https://github.com/kevinkorukonda/steganography>

- This program was developed using Javascript and I was able to render an image by manipulating the RGB values of each pixel. I was able to conceal an image under another image. The same can be done with messages, information, or other nonsecret text or data.

Hangman | Python

Link: <https://github.com/kevinkorukonda/HangmanGame>

- This was made using Python and this simulates the hangman game. The user has a number of lives given, and they have to guess letter by letter to uncover the entire word.

Tic-Tac-Toe | Python, AI

Link: <https://github.com/kevinkorukonda/TicTacToe>

- This project was made via Python and this is where I implemented a bit of AI to play against the user. The user can play with a friend or with the AI which can be changed to play the most optimized move so that they would not lose.

Chess | Python, AI

Link: <https://github.com/kevinkorukonda/Chess>

- This project was made via Python and there is an AI that was implemented as well. In this simulation, the user gets to choose which piece and where they want to place. For example: Qd4 will show all of the possible moves the Queen can move on the board according to the "d" row and the "4" column.