

KEVIN STEWART-MERCURIO

SOFTWARE ENGINEER

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EDUCATION

Swarthmore College, Swarthmore, PA

Sep 2018 - May 2022

Bachelor of Arts, Double Major in Computer Science and Mathematics

Relevant Coursework: Data Structures and Algorithms, Algorithms, Theory of Computation, Software Engineering, Compilers, Natural Language Processing, Linear Algebra, Multivariable Calculus, Modern Algebra, Real Analysis, Differential Equations, Intro to Geographic Information Systems

SKILLS

Technical: HTML, CSS, JavaScript, TypeScript, React, Next.js, Tailwind CSS, Python, C, C++, MongoDB, Node.js, Git, OCaml, L^AT_EX, ArcGIS Pro

WORK EXPERIENCE

Freelance Software Developer, ns.studio

Mar 2023

- Developed comprehensive documentation to facilitate user onboarding and improve overall user experience
- Designed a responsive front-end interface that improved site usability

Barista, Beehive Bake Shop

Sep 2022 - present

- Prepared coffee and pastry orders for customers quickly and effectively
- Multitasked to maintain high quality customer service and a clean and organized work environment
- Washed dishes, organized ingredient inventory, and prepared daily recipes

Mathematics Research Assistant, Swarthmore College

Jun 2021 - Aug 2021

- Worked to understand the algebraic structures within the card game SET
- Worked collaboratively to abstract the game of SET into higher dimensions

PROJECTS

FriendsPSL, *personal project*

🔗 <https://friendspsl.com> **Jun 2023**

- Developed a website catering to over 500 participants in an Ultimate Frisbee league, offering them a convenient platform to view their scheduled games and connect with friends
 - Demonstrated strong understanding of user needs by identifying the frisbee league's scheduling challenges to ultimately provide a practical solution that streamlines communication and enhances the player experience
- Utilized:* Next.js, Tailwind CSS, TypeScript, Git, Vercel

YouDoSudoku, *personal project*

🔗 <https://youdosudoku.com> **Nov 2022 - Dec 2022**

- Built a React app for users to play sudoku with or without modified rules
 - Implemented a sudoku solving algorithm and a sudoku puzzle generating algorithm
- Utilized:* HTML, CSS, JavaScript, React, Git, Netlify

Bird Compiler, *Compilers project*

Feb 2022 - May 2022

- Created the Bird language and implemented a compiler that would provide desired functionality
 - Routinely debugged Intel x86 Assembly code
- Utilized:* OCaml, Intel x86 Assembly, C, GDB, Git

Word Embedding Bias Evaluation, *NLP project*

Sep 2020 - Dec 2020

- Analyzed the RAN-Debiasing algorithm used to measure gender bias in word embeddings
 - Evaluated the effectiveness of a similar approach to measure racial and religious biases
- Utilized:* Python, Git