Kevin Choi

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EDUCATION

University of Illinois at Urbana-Champaign   Urbana, IL
Bachelor of Science in Computer Engineering, GPA: 3.59   *August 2018 – May 2022*

SKILLS AND TECHNICAL COURSEWORK

Programming Languages: Java, C, C++, Python, Javascript, HTML, CSS
Relevant Coursework: Data Structures, Intro to Algorithms & Models of Computations, Database Systems, Artificial Intelligence, Computer System Engineering, Applied Linear Algebra, Probability with Engineering Applications

EXPERIENCE

Walmart eCommerce   June 2021 – August 2021
Software Engineering Intern   *Fort Worth, TX*

Kokomo Solutions   June 2020 – Present
Software Development Intern   *Glenview, IL*
- Implemented query parameters for the Kokomo24/7® Safety Cloud^{TM} to optimize website navigation
- Identified and fixed front-end code using HTML, CSS, and TypeScript on an Angular framework
- Practiced Agile and Scrum development processes in 2-week sprints with 5 other developers

University of Illinois at Urbana-Champaign   January 2020 – Present
Peer Computing Consultant   *Urbana, IL*
- Identified and troubleshooted hardware and software issues in the residential housing computer labs
- Taught students basic computer applications and instructional use of university facilities
- Communicated with an IT Technical Associate to ensure all residential housing computers were functional

College Planning Corp.   June 2019 – August 2019
IT Intern   *Prospect Heights, IL*
- Created an Excel-based database for college matriculation data of high schools in the Chicagoland area
- Conducted research on dual degree programs for dental and pharmaceutical schools in the United States
- Mentored students in creating personalized websites through Wix that featured the students' research

PROJECTS

Prospectus | *HTML, CSS, Javascript, SQL*   March 2021 – May 2021
- Developed a full-stack website that provides a browsable database of university courses

Operating System Design | *C, x86 ISA*   March 2020 – May 2020
- Developed a kernel in C and x86 assembly code using QEMU with a team of three other classmates
- Incorporated support for system calls, segmented memory protection, paging, real-time clock, and filesystem
- Implemented scheduling for multiple terminals to run simultaneously in a round robin algorithm

Monstrous Mosaics | *C++*   October 2019 – November 2019
- Implemented a program that created a mosaic of a selected image consisting of given tiles images
- Utilized the KDTree data structure to find the appropriate image to place in each tile of the selected image

Tower Defense | *Java*   February 2018
- Developed a Java-based game focused on defending a player's territories by placing defensive structures
- Tested and debugged the program with two other collaborators to present to judges at a local hackathon

ACTIVITIES

Engineering Outreach Society   September 2018 – Present
Project Chair   *Urbana, IL*
- Oversaw the development of child-friendly engineering projects for 100+ local elementary students
- Facilitated a student competition at the university sponsored Engineering Open House
- Maintained documentation for the weekly projects and feedback related to each project