

Kevin Choi

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EDUCATION

University of Illinois at Urbana-Champaign

Bachelor of Science in Computer Engineering, GPA: 3.59

Urbana, IL

August 2018 – May 2022

SKILLS AND TECHNICAL COURSEWORK

Programming Languages: Java, C, C++, Python, Javascript, HTML, CSS, SQL, MongoDB

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

Software Engineering Intern

Starting June 2021

Fort Worth, TX

Kokomo Solutions

Software Development Intern

June 2020 – Present

Glenview, IL

- Implemented query parameters for the Kokomo24/7® Safety Cloud™ 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

Peer Computing Consultant

January 2020 – Present

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.

IT Intern

June 2019 – August 2019

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 focused on providing a browsable university course database with three classmates
- Monitored MySQL database performance to address potential performance issues and optimizations
- Created a course planner interface that allows students to plan out potential future courses taken by semester

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

Project Chair

September 2018 – Present

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