

# Kevin Y. Zhang

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## EDUCATION

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### University of Illinois Urbana-Champaign

Champaign-Urbana, IL

*Bachelor of Science in Computer Science, Chancellor's Scholar*

*Aug. 2023 – May 2026*

**Relevant Coursework:** Data Structures and Algorithms, Computer Architecture, System Programming, Intro to Algorithms and Models of Computation, Database Systems, Probability and Statistics, Combinatorics, Distributed Systems, Machine Learning, Social and Information Networks

## EXPERIENCE

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### Software Development Intern

June 2024 – August 2024

*Clarity Partners*

*Chicago, IL*

- Delivered production full-stack web applications and internal services for multiple client engagements
- Redesigned a client user-search application in ASP.NET Core MVC, improving search performance and maintainability by refactoring SQL queries, introducing parameterized stored procedures, and consolidating server-side filtering in SQL Server
- Built a React app for template-based bulk email campaigns used by non-technical staff; implemented template management, message composition, delivery status tracking, and audit logging backed by SQL Server (managed via SQL Server Management Studio)

### Full-Stack Software Engineer

Oct. 2023 – May 2024

*Geni*

*Urbana, IL*

- Developed adaptive, generative-AI writing exercises for elementary students to personalize practice and feedback
- Translated teacher feedback into high-fidelity Figma specs for Teacher and Student dashboards, iterating on UX to streamline classroom workflows
- Implemented the front end in TypeScript, React, and Tailwind CSS for classroom, assignment, and grading management
- Built backend features including Google Classroom integration and a gamified skill-proficiency system using Prisma with MongoDB and custom REST APIs

## PROJECTS & ACTIVITIES

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### Stackd | *React, Supabase, TypeScript, WebSocket, Event Sourcing, Next.js*

June 2025 – Present

- Architected a real-time Texas Hold'em platform with a Node/WebSocket gateway and Next.js 14 (App Router, SSR) front end; protocol-first design using shared TypeScript types
- Implemented an event-sourced game engine (append-only log + snapshots) and a Table-Actor model for authoritative, in-memory state; enables deterministic replays, crash recovery, and fast reconnection
- Shipped a responsive, optimistic UI with debounced real-time updates and session persistence for seamless desktop/mobile play
- Managed database migrations and schema evolution in Supabase; instrumented error handling and graceful degradation to keep tables live under transient failures

### GTO Illini | *Vice President, Development Lead, Social Media Manager*

Sept. 2024 – Present

- Co-founded the largest UIUC poker RSO focused on the mathematics, game theory, and strategy of Texas Hold'em
- Leading the Development Team, including spearheading the organization's website, and social media presence

### Agri | *Next.js, React, MySQL, JOSE*

February 2025 – May 2025

- Built a full-stack SSR Next.js app for Database Systems Final Project to track the environmental cost of grocery items with a reusable React/Tailwind UI and interactive Leaflet maps
- Designed the MySQL schema and Next.js API endpoints for auth (JOSE), user profiles, grocery lists, and location queries

## TECHNICAL SKILLS

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**Languages:** Java, Python, C/C#/C++, SQL (Postgres), JavaScript, TypeScript, HTML/CSS

**Frameworks:** React, Node.js, Electron.js, ASP.NET Core, Tailwind

**Developer Tools:** Git, Docker, Google Cloud Platform, Supabase, Firebase, MongoDB

**Libraries:** pandas, NumPy, Matplotlib