

Kevin Y. Zhang

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EDUCATION

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

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

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

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