Kevin Zhuo

858-353-5393 kevinnzhuo@gmail.com linkedin.com/in/kevinzhuo/

Education

Williams College **GPA: 3.83**

Bachelors in Computer Science, Bachelors in Math ***June 2025 Graduation***

Relevant Coursework

- Data Structures
- Computer Algorithms
- Computer Systems
- Machine Learning
- Discrete Math
- Probability
- Natural Language Processing

Experience

Qualcomm **June 2023 – August 2023**

Software Engineer Intern *San Diego, California*

- Worked on the APT Linux Platform team to focus on system level validation of Snapdragon chipsets.
- Implemented a script that transforms raw kernel trace files into visual images.
- Utilized Python to automate kernel scheduler validation by implementing CNNs to classify trace images.

Williams College **Feb. 2023 – Dec. 2023**

Computer Science Teaching Assistant *Williamstown, MA*

- Worked as a teaching assistant for CS256: Algorithm Design and Analysis for Spring 2023 and Fall 2023 semesters.
- Assisted in grading problem sets and held TA sessions to assist students with coursework.

Nomad **May 2022 – July 2022**

Software Engineer Intern *San Diego, California*

- Designed a Python script to scrape and convert events from Eventbrite's API into objects that were displayed on a real-time map.
- Utilized Typescript and the React-Native framework to fix front-end bugs on the app and allowed users to access their camera when selecting photos.
- Implemented a content-flagging feature and handled database migrations with Alembic.

Williams College **Jan. 2022 – May 2022**

Undergraduate Research Assistant *Williamstown, MA*

- Utilized Python to implement backdoor adjustment in order to estimate the average causal effect.
- Parsed numerous data sets and employed Augmented Inverse Propensity Weighting in order to determine variables with the highest causal effect.

WSO App **Sep. 2022 – Present**

Contributor *Williamstown, MA*

- Using GO to help create the backend part of the system that allows students to exchange books with each other on the Williams Students Online (WSO) app.

Projects

Virtual Videoconferencing Program | *C#, Unity* **August 2022**

- Developed a program on Unity using C# that wraps the real-time feed of a Ricoh 360 camera onto an Oculus Headset.
- Utilized the WebRTC package to allow the user of the Unity program to stream their data directly onto a webpage.

Music Genre Classifier | *Python, PyTorch* **April 2023 – May 2023**

- Developed a program that analyzes both song lyrics and audio features to categorize songs into their respective genres using machine learning and NLP techniques.
- Used BERT Embeddings to represent the song lyrics and concatenated on the audio vectors to create a multimodal representation of the data.

StatisTickle | *F#* **Nov. 2023 – Dec. 2023**

- Developed a programming language using F# with the capability to sample and graph different probability distributions.

NBA MVP Predictor | *Python* **Nov. 2022 – Dec. 2022**

- Created a tool to predict the next NBA MVP award winner given historical trends and player statistics.
- Implemented Logisitc Regression, Random Forests, and Neural Networks for the analysis and predictions.

Technical Skills

Languages: Python, Java, R, Typescript, C++, F#
Developer Tools: VS Code, Eclipse, Android Studio, IntelliJ, PyCharm
Technologies/Frameworks: Linux, React-Native, GitHub, PyTorch