

# KIERAN SUKACHEVIN

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## EDUCATION

### B.S. in Computer Science

[Walla Walla University](#)

📅 Spring 2022

Cumulative GPA: 3.66

### Minor in Art

[Walla Walla University](#)

📅 Spring 2022

## SKILLS

Python

JavaScript

TypeScript

HTML5

CSS3

Angular

Java

Object-Oriented Programming

Functional Programming

Data Structures

Algorithms

Front-end Development

Web Development

Design

## WORKING EXPERIENCE

### Web Developer

[Walla Walla University](#)

📅 September 2021 - September 2022

📍 College Place, WA

- Enhanced and debugged HTML, CSS, and Typescript for the WWU student body Angular website.
- Developed a WordPress elections page that enabled efficient, online student body elections.
- Implemented advanced WordPress development by writing PHP to extend functionality of WordPress plugins in order to build the elections page.

### President – Engineers Without Borders

[Walla Walla University](#)

📅 September 2021 - June 2022

📍 College Place, WA

- Successfully led and expanded the Engineers Without Borders, WWU Chapter with ongoing engineering and humanitarian projects in India, Tanzania, and Walla Walla, WA.
- Spearheaded preliminary financial and logistics planning for a new water well engineering project in Manzini, Eswatini.
- Organized and planned a successful Winter gala that raised \$3,939 in donations for the club's local and international engineering projects.

## PROJECTS

### Playlist Alphabetizer (*TypeScript, Angular, HTML, CSS*) - [source](#)

- Built a single-page, responsive, Angular web app that displays and alphabetizes Spotify playlists.
- Created a shared service-module that handles HTTP requests to Spotify endpoints, including OAuth authorization, "get" requests for data retrieval, and "put" requests for editing playlists.
- Designed and implemented the UI with custom Angular components that dynamically display content retrieved from the service-module.

### Personal Website (*TypeScript, Angular, HTML, CSS*) - [source](#)

- Built a single-page, mobile-first, responsive, Angular website featuring my software projects and art.
- Created dynamic CSS changes for DOM elements (including changes in opacity, element positioning, and animation) for an interactive user experience, leveraging component and template data-binding.
- Designed the styling and layouts with semantic HTML, CSS variables, and media queries.

### Alkalinity Titrator – UI State Machine (*Python, Pytest*) - [source](#)

- Built a new UI framework for the open-source [Alkalinity Titrator](#) project (a device that performs the titration process on a sample of water) using a Python, class based, state machine approach.
- Created a comprehensive unit and acceptance test suite for the UI state machine framework using Pytest.

### Globify (*JavaScript, Node, Express, Webpack, HTML, CSS*) - [source](#)

- Building a Webpack bundled web app that displays your top Spotify artists on a 3D globe.
- Creating an interactive 3D globe with Three.js that responds to JavaScript events (scroll, click, and drag).
- Implementing a Node/Express backend to make requests to REST APIs including Spotify, Wikipedia, and Wikidata about musical artists to serve to the frontend.

### Theatre Seating Simulator (*Python, PyQt5*) - [source](#)

- Built a Python theatre seating simulator that sells and refunds seats implementing a PyQt5 built GUI.
- Implemented a MVC design pattern of interaction between Python classes (model, view, controller).

### Drawit (*Java, Android*) - [source](#)

- Built an Android drawing app in Java using the Android SDK.
- Implemented an Object-Oriented design approach, utilizing the built in Path, Paint, and Canvas classes to enable simulate drawing on the screen.

### Lights Out (*Dart, Flutter*) - [source](#)

- Built a Flutter app 2D arcade-style game utilizing the Flame package for Flutter as the game engine.
- Leveraged the Flutter framework to create components for the game parts (player, door, background, etc).