

# Miles Kang

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github: [github.com/kilometerskang](https://github.com/kilometerskang)

portfolio: [kilometerskang.github.io/me](https://kilometerskang.github.io/me)

## EDUCATION

University of California, Los Angeles (UCLA)

Expected June 2022

Computer Science, B.S. / GPA: 3.81

- **Relevant Coursework:** Data Structures & Algorithms, Computer Organization, Discrete Structures, Operating Systems, Computer Graphics, Software Construction Lab, Abstract Linear Algebra, Applied Numerical Methods, Logic Design of Digital Systems, Algorithms and Complexity
- **Honors:** Upsilon Pi Epsilon (CS Honor Society @ UCLA), American Invitational Math Exam (AIME) Qualifier

## EXPERIENCE

Software Engineering Intern | [UCLA Tech](#)

April 2020 - September 2020

[ccle.ucla.edu](https://ccle.ucla.edu) | [github.com/ucla/lti-library-resources](https://github.com/ucla/lti-library-resources)

Developed new full-stack LTI web applications to integrate into CCLE, the shared collaboration and learning environment used by over 50,000 UCLA students/faculty.

- Built user-friendly UI components and RESTful APIs using **Node.js**, **React.js**, **Express.js**, and **MongoDB**.
- Utilized UCLA's Registrar API to query for course and user details and update the local database.
- Unit-tested for airtight functionality with **Jest/Enzyme**.

Fulfilled feature requests and patched bugs in CCLE's existing application, built with **PHP** and **MySQL**.

Employed **Agile/Scrum** methodologies.

Web Developer | [ACM Teach LA @ UCLA](#)

September 2019 - Present

[editor.uclaacm.com](https://editor.uclaacm.com) | [uclaacm.github.io/getting-mean-about-error](https://uclaacm.github.io/getting-mean-about-error)

Develop web education tools to make computer science more accessible at local Title I schools in Los Angeles.

Contribute features to Teach LA's online code editor (**React.js**, **Express.js**).

Create interactive **machine learning** lessons (topics include Linear/Logistic Regression, Mean Squared Error).

Implement animations, graphing, etc. with **Javascript** libraries such as FunctionPlot (d3.js), math.js, and anime.js.

Beautify interface with frameworks like Bulma and Material UI.

## PROJECTS

Interactive Shell | [C](#)

[github.com/kilometerskang/operating-systems](https://github.com/kilometerskang/operating-systems)

Wrote a script in **C** to send client's keyboard commands to a server and return the output from a specified shell program (i.e. Bash). Experimented with polled I/O, forking, data compression, and inter-process communication.

Record Player Simulator | [Javascript, WebGL](#)

[github.com/kilometerskang/record-player-simulator](https://github.com/kilometerskang/record-player-simulator)

Implemented animations, collision logic, gravity, sound effects, and more with a **WebGL** framework.

AngulArtist | [Angular, Typescript](#)

[kilometerskang.github.io/angulartist](https://kilometerskang.github.io/angulartist)

Developed a simple color-sorting game using **Angular** and **Bootstrap** UI components.

Personal Portfolio | [React.js, Node.js](#)

[kilometerskang.github.io/me](https://kilometerskang.github.io/me)

Created a **React** app to showcase projects and involvements and styled using **SASS**.

## SKILLS

- **Languages:** Python, C++, C, Javascript (ES6), Typescript, PHP, Bash, HTML/CSS/SASS.
- **Libraries/Frameworks:** React.js, Node.js, Express.js, MongoDB, Angular, MySQL, Jest, Enzyme, Webpack.
- **Tools/Workflows:** Git, Docker, Scrum/Agile methodologies, Jira, Trello, Linux/Unix.
- **Interests:** jazz, music production, accessible education, web development.