Kevin E. Rémy

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PROFILE

Highly motivated Entry Level Full Stack Software Engineer enthusiastic about developing practical and time-saving software solutions. Adept at identifying issues with existing software and creating innovative new software programs. Committed to working within client and project specifications to deliver cost-effective timely results.

EDUCATION

Software Engineering Immersive
06/2020 – present

Per Scholas , Bronx, NY

15- week software engineer immersive course:
- Building webpages using Hypertext Markup Language (HTML/5), Cascading Style Sheets (CSS/3), and JavaScript, SQL and NoSQL databases. Developing full-stack applications with in-demand technologies such as Express with Node.js. or Java with Springboot.
- Building secure full-stack applications by leveraging common design and architectural patterns like model–view–controller (MVC) and Representational.
- Integration of third-party application programming interfaces (APIs) in an application.
- Solving algorithmic challenges, identifying patterns and analyzing the computational complexity of algorithms using Big O notation.
- Portfolio development & connections to employment.

Psychology
08/2012 – 05/2016

Rutgers University , Newark, NJ

School of Arts and Science Dean's List: 2014-2016
Relevant Coursework:
- **DIGITAL**: Adobe XD, InVision
- **SOFTWARE**: Data Structures & Algorithms
- **SIGNALS**: Communications Systems, Digital Signal Processing, Controls Systems
- **AUDIO**: Music Recording and Video Production
- **MANAGEMENT**: Leadership and Ethics

PROJECTS

Kingzz Blog
Sneaker Blog

Designed and developed website layout, and vision of content for a sneaker blog. The project illustrates the use of ReactJS and MaterialUI with comparable use of User interface.

Flick App
Movie App

Launched and developed an Netflix clone movie application with the use of ReactJS, MaterialUI, CSS Grid, Flex box and Firebase. It uses The MovieDB Api to search for movies and display details.
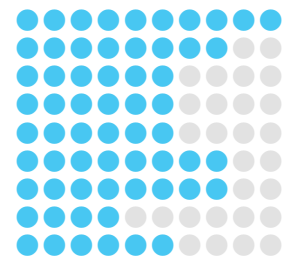
PROJECTS

Tic-Tac-Nintendo
Game App

Launched a Tic-Tac-Nintendo game that illustrates the use of HTML, CSS and vanilla JS functionality. The game is platform on a playing board of 3x3 squares, with a design of the Nintendo switch theme.

SKILLS

Hardware and Software

Skill	Level
JavaScript	●●●●●●●●●●
React	●●●●●●●●○○
Python	●●●●●○○○○○
Java	●●●●●●○○○○
AWS	●●●●●○○○○○
Git/GitHUB	●●●●●●●○○○
Firebase	●●●●●●○○○○
Swift (Mobile App)	●●●○○○○○○○
React Native (Mobile App)	●●●●●○○○○○

WORK EXPERIENCE

Software Engineer trainee
06/2020 – 09/2020

Per Scholas, Bronx, NY

- Mac & PC operating system and software installation/configuration.
- Assist in Applications Development user manual preparation, project implementation & roll out.
- Complete detailed programming and development tasks for front end public and internal websites as well as challenging back-end server code.
- Generate code build/release that will be deployed on different environments.

Emergency Department Technician
01/2016 – 10/2019

Hackensack Meridian Health , Montclair, NJ

- Recording and updating databases.
- Sorting and handing outpost.
- Communicated with customers, employees and other individuals to answer questions and explain information.

IT Support Specialist
08/2013 – 05/2016

Rutgers University, Newark, NJ

- Diagnosed and solved both hardware and software glitches and errors.
- Installing new software and support training lab.
- Recommend implementation of features and functions.
- Troubleshoot IT devices including access points, router, and production server.
- Work with managers and sales representatives to improve training materials.

STRENGTHS

Ability to prioritize   Learning Agility

Action oriented

Adapting to changing circumstances