Kevin Moy

kevinmoy@berkeley.edu · (650)-703-9886 · linkedin.com/in/kmoy/ · kevinmoy.org · www.github.com/kmoy1

Education

UNIVERSITY OF CALIFORNIA, BERKELEY   **AUG 2018-MAY 2021**

GPA: 3.6/4.0

Double Major: B.A., Computer Science + Data Science (Computational Biology Domain Emphasis)

Relevant Coursework

CS 169A: *Software Engineering* (Ruby on Rails); CS61A: *Structure and Interpretation of Computer Programs* (Python); CS 61B: *Data Structures* (Java); CS170: *Efficient Algorithms and Intractable Problems*; CS162: **Operating Systems** (C); CS61C: *Great Ideas in Computer Architecture* (C)

Skills

- Programming expertise (by proficiency): Python, Java, JavaScript ES6, C, C++, SQL, NoSQL, HTML5/CSS
- Advanced Algorithms, Data Structures
- Distributed Systems, Database Architecture and Maintenance
- AWS Services and Infrastructure

Work Experience

Software Engineer, Amazon   **MAY 2021 – PRESENT**

- Developed an end-to-end web application using Java and various AWS services to query transportation statuses of inbound shipments
- Designed and implemented user-friendly UI that allows easy querying
- Developed a backend lambda that queried Amazon's TransportStatus database efficiently and quickly
- Automated unit and integration tests using Brazil build scripts
- Leveraged knowledge in Java, Angular, Git, continuous deployment, AWS services, authentication services, cloud provisioning

Backend Software Engineer, Addaday LLC   **SEPT 2020 – FEB 2021**

Addaday app (iOS + Android): Tailoring remote fitness app

- Designed RESTful backend server to enable persistent and efficient storage of sessions and users
- Increased query response times by 25% by implementing optimized data querying algorithms and index data structures.
- Applied knowledge in Python 3.x, Node.js, AWS Lambda, Postman, Objective-C, Swift, Kotlin

CS61A Course Tutor and Content Mentor, UC-Berkeley Computer Science   **AUG 2019 – JUN 2021**

- Designed and tested format standardization and creation of midterm-generating markdown files for Berkeley's standard online test-taking platform (exam.cs61a.org).
- Developed several tools utilized by Berkeley's CSM tutoring group, such as a coding sandbox and a polynomial equation solver + visualizer.

Software Projects

Personal Website: https://kevinmoy.org (for additional information and projects)

ChessDB-Remastered

- Designed and developed a fully functional chess-playing application with a user-friendly UI, coupled with a database for storing saved chess games.
- Utilized: Java, JavaFX libraries, caching, cloud storage, chess expertise (USCF Candidate Master)

MOOCBase

- Developed and tested a bare-bones simplified relational database system that implemented various key database capabilities such as join algorithms, query optimization, concurrent transactions, resource locking, and recovery mechanisms.
- Utilized: SQLite, Java, Junit

NBA Draft Predictor

- Implemented a model that predicted NBA draft prospects' pick range for upcoming drafts, with around 77 percent accuracy, utilizing carefully tuned feature engineering and regression modeling.
- Built an API using Python's BeautifulSoup library to scrape college/international statistics from every drafted NBA player to populate a training dataset.
- Utilized: Data Mining and Modeling algorithmic knowledge, Python, SQL, OpenCV