Kevin Moy

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Education

UNIVERSITY OF CALIFORNIA, BERKELEY **(AUG 2018-PRESENT)**

GPA: 3.6/4.0

Double Major: B.A., Computer Science + Data Science (Computational Biology Domain Emphasis)
Expected Graduation: Dec 2021

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***; CS186: ***Introduction to Databases*** (Java)

Skills

- Programming expertise (by proficiency): Python, Java, HTML5/CSS, JavaScript ES6, C, C++, Ruby, SQL
- Advanced Algorithms, Data Structures
- Test-Driven Development, Behavior-Driven Development, code debugging
- Familiarity with Agile iterations + tools: Git, Travis, CodeCov, Capybara

Work Experience

Backend Software Engineer Intern, Addaday LLC **SEPT 2020 – PRESENT**

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

- Designed a RESTful backend server that allowed fitness session and measurable data to be stored persistently, and integrated caching for recently accessed fitness programs.
- 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 (for API development), Objective-C, Swift, Kotlin

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

- 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.

Full Stack Developer Intern, Next Island Virtual Reality **JAN 2017 – AUG 2017**

- Improved build process time by 10% by modifying and debugging existing Bash shell scripts.
- Established a testing and coding development environment via Bash scripts and Docker.
- Applied knowledge in Full Stack web development, C#, Unity Engine, Git and debugged using Chrome Developer tools.

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)

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

KAWHI-BOT

- Developed a basketball-chatbot program by utilizing randomized rule-matching and machine-learning principles to output human-like responses to a series of basketball-related input questions.
- Utilized: Python, Anaconda, machine learning knowledge