

Kahlil Yee

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SUMMARY

Undergraduate in progress for a bachelor's in Computer Science. Seeking an Entry-Level Software Engineer position.

EDUCATION

Bachelor of Computer Science

Arizona State University, Tempe, AZ

Dean's List: Ira A. Fulton Schools of Engineering: 2016 – 2019

Graduating May 2020

GPA: 3.73/ 4.0

Relevant Coursework: Software QA and Testing, Database Management, Principle of Mobile App Development, Distributed Software Development, Principle of Programming Language, Intro to Human-Computer Interaction, Data Structures and Algorithms

TECHNICAL SKILLS

Design and Applications: Visual Studios, Eclipse, XCode, Android Studio, Axure RP

Programming: Java, C++, C, C#, ASP.NET, Python, Swift, SQL, MATLAB, Oracle

Other Skills: Microsoft Office, Probability and Statistics, Linux, Power BI

ACADEMIC PROJECTS

ASU, Senior Capstone Project (09/09/19 - Present)

Fall 2019

- Designing the project in an Agile environment
- Used a project management platform, Taigia.io, to organize and document the team's work
- Create analysis reports and dashboards from raw data
- Explore data analysis in a variety of ways and across multiple visualizations using Power BI and Dax

ASU, Mobile App Development Project

Fall 2019

- Built an iOS mobile application with persistent storage that discovers nearby restaurants near the user's location
- Called an API to locate restaurants near the user's location
- Used MVC architectural pattern to design a mobile application

ASU, Multimedia Information Systems Project

Spring 2019

- Implemented a machine learning algorithm, Bag-of-Words model, to extract texts from text files in MATLAB
- Used the K-nearest neighbor algorithm and several distance computation methods to determine the classification of the text files being positive sentiment or negative sentiment.

ASU, Intro to Human-Computer Interaction Project

Fall 2018

- Contributed with a team of three to improve a website in terms of usability and user experience
- Identified the issues by conducting a heuristic evaluation of the website
- Developed the prototype that addresses the issues of the website using the software tool, Axure RP
- Gathered data by running usability tests on both the prototype and the original website
- Concluded that our prototype was successful in reducing the time of specific tasks compared to the original website

ASU, Entrepreneurship & Value Creation Project (Agreed App)

Spring 2018

- Collaborated with a team of five to create a venture involving a mobile application that generates simple agreement contracts
- Fabricated the mobile application using Android Studio (Java)
- Programmed the information user fields and integrated a signature field