Kevin Stewart

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EXPERIENCE

- **Student Developer, CDN Optimization Project for Akamai Technologies – U.C. Santa Cruz**   *January 2015 – June 2015*
    - Building tools to analyze CDN performance optimization features based on page resource timing data.
    - Corporate sponsored senior design project.
- **Front End Developer, SEADS Project – U.C. Santa Cruz**   *October 2014 – December 2014*
    - Built the front-end interface for in-home smart energy sensors using Django.
    - Project involved a PHP to Django conversion, user account and user device management systems, and energy usage visualization.
- **Research Assistant, Natural Language and Dialogue Systems Lab – U.C. Santa Cruz**   *June 2014 – September 2014*
    - Focused on dialogue systems and behavior in online settings.
    - Responsible for the data analysis of online debate summarizations, along with the creation of a secondary study that focused on the construction of convincing arguments in such settings.
- **Lab Manager, Jean Fox Tree Lab – U.C. Santa Cruz**   *June 2013 – September 2014*
    - Organized research team meetings and facilitated cross team collaboration.
    - Assisted with research and contributed to the design of various studies.
- **Research Assistant, Jean Fox Tree Lab – U.C. Santa Cruz**   *April 2013 – September 2014*
    - Facilitated cognitive linguistic studies, including data collection and analysis.

EDUCATION

University of California, Santa Cruz – Cumulative GPA of 3.62   *Graduated June 2015*

- Bachelor of Arts in Computer Science
- Bachelor of Science in Cognitive Science with a Focus in Human Computer Interaction and Artificial Intelligence

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SKILLS

Languages	Frameworks	Project Management	Areas of Past Research
- Python	- Django	- Scrum Framework	- Human Computer Interaction
- JavaScript	- Web2py	- Agile Principles	- Artificial Intelligence
- HTML/CSS	- Flask	- Distributed Version Control	- Psycholinguistics
- Java			- Natural Language and Dialogue Systems
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COURSEWORK

- Artificial Intelligence
- Social Networks and Game Theory
- Computer Systems and Assembly Language
- Software Engineering Methodology
- Web Applications
- Computer Graphics
- Data Structures
- Robot Automation
- Abstract Data Types
- Modeling Human Performance
- Mobile Applications
- Comparative Languages

PROJECTS

- **Programmer, Q-Learning Pac-Man Agent – U.C. Santa Cruz**   *Winter Quarter 2015*
    - Built a Q-Learning agent for Pac-Man in Python that learns from its interactions with its environment over a series of trials and ultimately converges to an optimal policy for choosing the best actions to take.
- **Programmer, Time Capsule Web Application– U.C. Santa Cruz**   *Winter Quarter 2015*
    - Built time capsule application in Python with Django. Features included user accounts, asset uploading, time-locked asset retrieval, and system for managing existing capsules.
- **Team Lead, POND Social Networking Application – U.C. Santa Cruz**   *Fall Quarter 2014*
    - Built a social networking web application in Python within the Web2py framework. Features included user accounts, friends, statuses, voting, profiles, public news feeds, private news feeds and user customization.