Kevin Michael Sicat
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EDUCATION

Oregon State University, College of Engineering Corvalls, OR
Bachelor of Science in Computer Science (Post-Bacc) January 2023 - March 2025
Relevant Coursework: Analysis of Algorithms, Data Structures, Computer Architecture, Computer Networks, Operating Systems, Cryptography, Web Development, Introduction to Databases, Intro to Usability Engineering

Rutgers University, School of Arts and Sciences New Brunswick, NJ
Bachelor of Arts in Cell Biology and Neuroscience September 2018 - May 2022

PROJECTS

A-Life
- Co-developed an artificial life simulation in Python using Pygame, implementing a game menu, biome-based environments, environmental disasters, and 1,600+ biome and disaster driven tile interactions
- Engineered a pathfinding algorithm that improved organism movement efficiency by 40%, reducing random behavior and increasing simulation realism

BigShell
- Extended a custom shell (BigShell) with job control, process management, and pipeline support, enhancing user interaction and process handling in a Unix-like environment.
- Integrated advanced I/O redirection, variable expansion, and execution of 10+ built-in and external commands
- Enhanced process group management, including seamless foreground and background job control, improving process synchronization and execution flow.

Hand History Analyzer
- Developed a Python pipeline that parses thousands of online poker hands, calculates player metrics, and stores results in SQLite with daily automated updates
- Designed a Streamlit dashboard using pandas and Altair to visualize player stats and trends based on data, leading to a 17% win rate increase by enabling strategy adjustments based on player type

Traceroute and Ping Utility
- Engineered a network diagnostic tool, using Python's socket and struct libraries, enabling rapid identification of network bottlenecks with <1 ms accuracy
- Implemented packet parsing, RTT calculations, packet loss analysis, and error code decoding for ICMP Types
- Achieved accurate route tracing across up to 30 hops and precise RTT metrics (min/avg/max) with <1 ms accuracy, enabling detailed analysis of packet flow and network bottlenecks

Othello
- Programmed core game logic, including board state management, legal move validation, and turn-based flow that allows two player gameplay using the Command Line Interface (CLI)
- Validated game stability with 15+ test cases targeting core mechanics such as edge flips and endgame scenarios

WORK EXPERIENCE

FedEx Ship Center Hamilton, NJ
Package Handler July 2024 - April 2025
- Optimized package flow by categorizing inbound shipments from 30+ delivery trucks, reducing sorting time by 9% and cutting missorted packages by 13%
- Coordinated with 14 team members and 2 supervisors to resolve workflow issues, prevent sorting delays, and safely handle heavy or irregular packages

Amazon Robbinsville, NJ
Warehouse Team Member September 2021 - March 2022
- Sorted an average of 500+ packages per hour with 99.9% accuracy, using handheld scanners and collaborating with team members to ensure real-time tracking, minimize bottlenecks, and maintain consistent throughput

Robert Wood John University Hospital New Brunswick, NJ
Shadow September 2019 - March 2020
- Observed 20+ hours of cardiology procedures, documenting vitals and physician interventions to deepen knowledge of diagnostic techniques.

SKILLS

Languages: Python, HTML/CSS, Javascript, MASM, SQL, Bash, C
Web Development Frameworks: MERN, Flask, LAMP
Operating Systems: MacOS, Windows, Unix Systems