

# Kevon-ariel Sonkeng

240-615-2432 | [ksonkeng1@gmail.com](mailto:ksonkeng1@gmail.com) | [LinkedIn](#) | [Github](#)

## EDUCATION

### University of Maryland, Baltimore County

Baltimore, MD

*Bachelor of Science in Information Systems, Minor in Mathematics*

*Aug. 2019 – Dec 2023*

- Relevant coursework: Principles of Digital Design, C Programming & Embedded Systems, Systems Design and Programming, Data Structures & Algorithms, Discrete Structures, Circuit Theory, Database Application Development, Network Design & Management, Statistics for Engineers.

## TECHNICAL SKILLS

**Certifications:** CompTIA Security+

**Languages:** Java, Python, C/C++, MySQL, JavaScript, HTML/CSS, Matlab, R

**Frameworks:** Agile, Spring Boot, Next.js React, Node.js

**Developer Tools:** Git, Docker, VS Code, Visual Studio, Ngrok, Clerk, IntelliJ, Eclipse

**Software:** Microsoft Office (Word, Excel, PowerPoint), WinSCP

**Soft Skills:** Fluent in French, Teamwork, Communication, Leadership

## EXPERIENCE

### Undergraduate Research Assistant

June 2021 – June 2023

*University of Maryland Baltimore County*

*Baltimore, MD*

- Developed a GUI that solved the Lugiato-Lefever Equation to help predict Kerr-mediated nonlinear phenomena such as generation inside microresonators
- Collaborated with colleagues to explore research focused on optimizing the interior and exterior search for boundary tracking using a normalized Lugiato-Lefever Equation
- Proposed optimization of the search algorithm aiming to improve efficiency and accuracy in locating stability boundary by 20%

### Software Engineer Intern

November 2021 – January 2022

*Orange Cameroun*

*Yaounde, Cameroon*

- Designed and implemented front-end & back-end solutions, to enhance the functionality and performance of client websites by 40%
- Multi-project management and development with the use of agile methodology.

## PROJECTS

### Full Stack Twitch Clone | *React, Prisma, Stripe, Tailwind, Next.js 14, OBS, MySQL* November 2023 – Present

- Developed a full-featured Twitch Clone using NextJs, integrating RTMP/WHIP for live streaming, and MySQL for data management, resulting in a dynamic, real-time streaming platform
- Implemented user features, including authentication, live viewer counts, real-time chat with unique viewer colors.
- Deployed a high-performance application with Server-Side Rendering (SSR) for optimized loading times, enhancing user engagement.

### Orramo | *Orramo.com*

March 2022 – May 2022

- Collaborated with a team of four to build Orramo, an app that helps customers calculate service fees per mobile money transaction in Cameroon
- Coordinated the implementation of product roadmap, allocated resources, and ensured the result met the specifications

### Travel Agency Management System | *C++*

April 2022

- Implemented OOP principles to architect the system, employing classes, inheritance, and polymorphism to manage customer details, cab bookings, and hotel reservations.

### Oregon Trail | *C*

September 2022

- Developed a text-based game in C integrating resource management and navigation through a procedurally generated map.
- Utilized file I/O for reading map data from external files to generate the environment.

RECOGNITION

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LSAMP Scholar & NSF Grant Recipient  
Governor’s Seal of Biliteracy