KYLE ICBAN

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Education

University of California, Los Angeles — *Expected June 2022*
B.S. Applied Mathematics · Computing Specialization — *GPA: 3.8*

Courses: Machine Learning, Probability Theory, Optimization, Algorithms, Data Structures
Dean's List: Winter 2019, Spring 2019, Spring 2020, Fall 2020, Winter 2021

Work Experience

Atlassian — *New York, NY*
Frontend Engineer Intern — *Summer 2021*

· Will contribute starting June 2021

PeachPay, Inc. — *Ames, IA*
Frontend Engineer & Product Design Intern — React, CSS, JS/TS, Figma — *August 2020 - December 2020*

· Lead a project to redesign the company website at **peachpay.app** to attract more users and businesses
· Built a new user interface for the **mobile app** increasing user engagement by 20%
· Worked on company branding with the growth team, helping them receive a **$100k investment**
· Used Figma to redesign visual assets with including the logo and other promotional artwork

Enfinite Technologies — *Los Angeles, CA*
Full Stack Engineering Intern — React, JS, Express, DynamoDB — *August 2020 - October 2020*

· Developed a **dashboard** to post data into DynamoDB, allowing clients to submit their own data
· Includes a login authentication feature to track and save the data a client submits
· Built database infrastructure and wrote APIs for multiple projects
· Worked on products end-to-end, from prototyping in Figma to writing the code with React and Express

MIT Press — *Cambridge, MA*
Graphic Designer — Figma — *April 2020 - Present*

· Worked with Professor Achuta Kadambi and Professor Ayush Bhandari to design figures for their textbook
· Used Figma to create 40 figures about computational imaging, computer vision and machine learning
· Managed time in a fast-paced environment, delivering multiple figures on 2-3 days notice

Projects

UCLA DataFest 2021 — Python, Tensorflow, JS
· Analyzed patterns in a dataset detailing demographic information in tandem with drug usage
· Lead the team primarily in data visualization

Generative Art — JS, Python
· Wrote code to autonomously generate artwork like **graphs**, **polygons**, and **bubbles**
· Used the ml5 and p5 libraries in Javascript and turtle library in Python

Dungeon Delver — C++
· Created an adventure game ran on the console **(github)**
· Demonstrated knowledge of object oriented programming, recursion algorithms, and class inheritance

Skills

Languages: JavaScript, Typescript, Python, PHP, C/C++, SQL
Frameworks/Tools: React, Tensorflow, Node, Express, DynamoDB, MongoDB, Git, Linux, Bootstrap