

Kyle Java

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PROJECTS

Our Artistic Space - Hacks And Crafts Nov. 2020

- Led a team of three in developing a website specializing in locating local art galleries in a user's area
- Designed the front-end of the website using HTML, CSS, and Bootstrap
- Developed the back-end using Flask and the Yelp API, as well as deployed the app using the Google App Engine
- Demoed the app and was awarded the "Best Beginner Hack"

Elementovate - GrizzHacks Sept. 2020

- A mobile application that allows students to use the periodic table in a more simple and efficient way for learning and studying purposes
- Developed the UI/UX using Flutter in Android Studio, as well as use external Flutter packages
- Demoed the app and was awarded the "Best Education Hack"

Personal Project: Raspberry Pi Weather Machine Jan. 2019 – Feb. 2019

- Created a Python program that showed the weather of a user's location
- Retrieved the weather based on the user's inputted zip code or city through the OpenWeatherMap API
- Displayed the weather of various locations by attaching 16x2 LCD screen on the Raspberry PI through GPIO pins

Google Computer Science Summer Institute Extension July 2018 - Aug. 2018

- Participated in a three-week course that taught basic concepts of HTML, CSS, JavaScript, and Python
- Developed a cooking recipe web application using HTML, CSS, and JavaScript
- Led the Front-End Development on a team of five

EDUCATION

California State University of San Marcos · San Marcos, CA Aug. 2018 – Present
Bachelor of Science – Computer Science GPA 3.35

Awards: Dean's List: Fall 2018 & Spring 2019

Coursework: Computer Science I & II (C++), Assembly and Digital Circuits(MIPS), Data Structures & Algorithms

Clubs: Technical Lead for Developer Student Clubs(2019 - Present)

EXPERIENCE

STEM Tutor - CSUSM STEM Success Center Jan. 2020 – Present

- Tutor students in various Computer Science and Math concepts
- Reinforce key concepts in C++ and Calculus

SKILLS

Languages

- C++, Python, HTML, CSS, JavaScript, Dart

Tools

- Bootstrap, Kivy, Flutter, Git, UNIX, UI/UX, Atom, Flask, Android Studio