

Kyle Edward Java

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EDUCATION

California State University San Marcos

San Marcos, CA

Bachelor of Science – Computer Science

Expected - May 2022

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

Relevant Coursework: Computer Science I & II (C++), Assembly and Digital Circuits (MIPS), Data Structures & Algorithms, Programming Languages, Introduction to Networking, Theory of Computing

TECHNICAL SKILLS

Programming Languages: C++, Python, HTML, CSS, JavaScript, Java, Dart

Frameworks: Flask, Bootstrap, React, Django, Kivy

Databases: MongoDB

Tools: Flutter, Git/GitHub, Android Studio, UNIX, Google Cloud Platform, Firebase, AWS, REST API

EXPERIENCE

Software Engineer Winter Intern - LeaseMagnets

Dec. 2020 – Jan. 2021

- Implemented the Firebase Authentication to verify a user's email address
- Integrated the Twilio Proxy communication so user's could interact with others without revealing their information

STEM Tutor - CSUSM STEM Success Center

Jan. 2020 – Present

- Tutored hundreds of Computer Science students through one-on-one sessions in lower and upper division courses
- Helped solidify student's understanding in Computer Science topics by using the Socratic Method

Technical Lead - Developer Student Clubs

Dec. 2019 – Present

- Hosted a technical workshop teaching over 20 students the fundamentals of App Development with Flutter
- Conducted a series of workshops teaching the various tools of the Google Cloud Platform to over 30 students

PROJECTS (More on LinkedIn)

Our Artistic Space - Hacks And Crafts

Nov. 2020

- Managed a team of three in developing a website locating local art galleries in a user's area in order to strengthen the art community
- By using Flask and the Yelp API, the user was able to input their location as well as receive information about various art galleries
- Demoed the project and was awarded "Best Beginner Hack" out of over 30 projects

Elementovate - GrizzHacks

Sept. 2020

- Created a mobile application that allows students to use the periodic table in a more simple and efficient for studying and learning purposes
- Developed the UI/UX using Flutter in Android Studio, as well as use external Flutter packages
- Demoed the app and was awarded "Best Education Hack" out of over 70 projects

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