

Kyle Phan

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EDUCATION

University of Notre Dame, Notre Dame, IN

Expected May 2025

Major and GPA: B.S. in Computer Science, 3.85

Relevant Courses: Systems Programming, Data Structures, Discrete Mathematics, Logic Design, Linear Algebra and Differential Equations, Programming for Video Game Development

EXPERIENCE

iCapital Network

June 2023 – August 2023

Platform Engineering Intern

- Building a full stack internal tool that streamlines Rake task management for product managers, using React and Ruby on Rails
- Designing RESTful API endpoints and testing them with Postman API, managing state with Redux, and writing RSpec unit tests to ensure validity of backend code
- Writing Rake tasks to configure permissions and ensure that access to the tool is restricted to specific users, collaborating with product managers on interface wireframe

Colonist.io

August 2022 – September 2022

Frontend Developer Intern

- Colonist.io is a popular online multiplayer game based on the board game Settlers of Catan
- Edited UI/UX of game button used by over thousands of players, worked on various frontend bugs for Cities and Knights game mode using TypeScript and CSS
- Built an internal DevOps tool that automatically deletes GitHub branches when pull requests are closed used by the entire team

EPOCH Lab

March 2023 – Present

Undergraduate Research Assistant

- Research lab dedicated to promoting adolescent online safety through user-centered design, focused on HCI
- Maintenance of admin dashboard for lab's survey application, collect teen survey responses regarding online safety

Lab for Big Data Methodology

March 2022 – August 2022

Undergraduate Research Assistant

- Lab goal is to develop better statistical methods and software in the areas of education, management, health, and psychology
- Utilize HTML/JavaScript to create a better UI experience for a web application that allows users to find trends between two objects

PROJECTS

Workout Guru

June 2022 – July 2022

workoutguru.onrender.com

- Built a website that allows users to create personalized workouts with a Tinder-inspired system to determine which exercises are added to the workout, users also have access to a catalog of exercises that they can do and learn more about, 500+ individual users
- Used HTML/CSS/JavaScript for building the front-end, utilized Python's Django framework on the backend with PostgreSQL database, and used Amazon Web Services S3 Buckets to store all static files

Egyptian Ratslap

March 2023

<https://simmer.io/@kphan5/egyptian-war>

- Built an online version of Egyptian War/Ratslap in C# and Unity, utilized Unity prefabs to instantiate and duplicate card objects
- Used Unity coroutines to implement a bot that serves as the opposing player

Battle for LA

August 2022

<https://kylephan5.github.io/battleforla>

- Built a 2D arcade basketball single player game where the user controls the LA Clippers and the enemy is the Lakers
- Used JavaScript for front-end/back-end development

Sol Solutions | Project: Horizon

March 2022

<https://sol-solutions.vercel.app/>

- Created a website with three other individuals that allow residents of Indiana to see how much it would save them to switch to solar energy based on their monthly electric bill and the number of solar panels desired
- Used HTML/CSS/Bootstrap for front-end development, and used Python's Flask framework for back-end development

ACTIVITIES

CS4Good

Project Lead for BeFriendED

February 2023 – May 2023

- Work with BeFriendED, a nonprofit dedicated to helping those struggling with eating disorders find a community
- Building a chatting feature using Node.js, Express.js, and socket.io along with a forum using Django REST framework
- Collaborated with 4 other team members, assisted in learning of Django throughout the project

SKILLS

Programming Languages: Python, HTML, CSS, JavaScript, C, MATLAB, TypeScript, C#, Swift, Ruby

Frameworks: Django, Flask, Bootstrap, Express.js, React, Rails

Miscellaneous: Amazon Web Services S3, Git, Node.js, MongoDB, PostgreSQL, Unity, Jira, Kubernetes, Docker