Kenneth Wan

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EDUCATION

University of California, Los Angeles (UCLA)   **Expected Graduation: May 2025**

Bachelor of Science in Computer Science   *Los Angeles, CA*

- GPA: 3.7/4.0
- Relevant Coursework: Data Structures and Algorithm Design, Computer Architecture and Organization, Operating Systems, Software Construction, Distributed Systems, Machine Learning and AI, Computer Networks and Security

WORK EXPERIENCE

eHealth, Inc.   **Jun. 2023 – Aug. 2023**

Software Engineering Intern   *Santa Clara, CA*

- Created internal full stack web tool utilizing Vue.js, Python, and a Django backend to streamline communication with over 100 insurance companies, increasing insurance information delivery times by over 75%.
- Leveraged knowledge in TypeScript, Gatsby, and Git to develop 6+ React components integrated with various Wordpress block editing controls for an insurance purchasing page.
- Developed and implemented GraphQL APIs to retrieve and display updated insurance options.

LA Blueprint   **Sep. 2022 – Jun. 2023**

Full Stack Software Engineer   *Los Angeles, CA*

- Managed various Scrum sprints to create a full-stack mobile application using React Native and Node.js designed to give Skid Row artists a platform to share artwork.
- Engineered multiple RESTful APIs to facilitate CRUD operations on users, artwork, and magazine PDFs within the MongoDB database and connected API endpoints to profile and artwork screens.
- Displayed art on a gallery page by using API endpoints to retrieve image and video data from MongoDB and AWS.

TECHNICAL PROJECTS

Cohabit | *iOS App*   **May 2023 – Present**

- Lead team of developers and designers in the complete lifecycle development of a full-stack iOS app through app design, database design, and weekly stand-up meetings.
- Spearhead development of HTTP server and 30+ Vapor APIs to enable CRUD operations across the 20+ app screens made with SwiftUI and UIKit.
- Design and implement exhaustive PostgreSQL database schema to store data in over 25 unique tables.

Itineroo | *iOS & Android App*   **Apr. 2023**

- Created itinerary planning and sharing social media mobile app using React Native, JavaScript, Appwrite, and Node.js that won 1st place at LAHacks 2023 in the Appwrite category, beating out dozens of competing apps.
- Integrated YouTube and TikTok APIs to streamline itinerary making by displaying travel content on an explore page.

Bryft | *Web App*   **Mar. 2023 – May 2023**

- Utilized skills in React, JavaScript, and Firebase to develop ride posting, ride viewing, user signup, and home pages. Incorporated UCLA UID Logon API and OAuth to build a secure login page for UCLA students.
- Adapted RESTful APIS constructed with Node.js and Express.js to improve application design and data collection.

Peach Party | *Object-Oriented Game*   **Nov. 2022 – Dec. 2022**

- Leveraged advanced data structures, algorithms, Standard Template Library (STL) containers, and OpenGL in C++ to program a Mario Party replica game encompassing over 15 distinct objects.
- Applied principles of object-oriented programming to manage object functions, interactions, and game operations.

Facial Recognition Robot   **Feb. 2022 – Apr. 2022**

- Headed development of facial recognition software using Python, OpenCV and the dlib library.
- Programmed Arduino to rotate robot arm in response to facial detection of a UCLA faculty member.

SKILLS

- **Languages:** JavaScript, Python, TypeScript, C/C++, Swift, Objective-C, SQL, HTML/CSS
- **Tools/Frameworks:** Git, React.js, React Native, Vapor, GraphQL, PostgreSQL, Jira, Linux, Bash, Vue.js, Docker