

# Malcolm Kaplan

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## EDUCATION

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University of Illinois at Urbana-Champaign

August 2021-Present

*Bachelor of Science in Computer Science & Anthropology*

Expected May 2025

## HONORS

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James Scholar Honors Program

Phi Eta Sigma National Honors Society, Alpha Chapter

Dean's List, 4.0 GPA

## EXPERIENCE

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**AVTECH Corp, Software Engineering Department Intern**

June-August 2022

- Created an app to communicate with proximity beacons via LoRa and The Things Network by writing and debugging code in CPython, MicroPython, Java, and JavaScript
- Tested and interacted with hardware, such as Gimbal Proximity Beacons and Pycom devices, via code

**Illinois Appellate Court, Second District, Research Department Intern**

May-July 2022

- Drafted orders disposing of criminal appeals by reviewing trial court records, analyzing issues, conducting legal research, and composing dispositions of superior quality

**Gus Vargas Company, Independent Contractor**

May-August 2021, May-June 2022

- Constructed outdoor amenities, such as decks and drywall, using various power tools and scaffolding
- Renovated the insides of homes through painting, cleaning, and demolition

## SKILLS

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### Programming Languages

- Proficient in Java, C++, and Python, familiar with JavaScript, C#, CSS, HTML, R, and GameMaker Language

### Developer Tools and Frameworks

- Proficient in GitHub, Command Prompt/PowerShell, Docker, Visual Studio Code, Android Studio, and IntelliJ, familiar with Ubuntu, Eclipse, Node.js, Flask, and Make

### Computer Hardware

- Successfully and single-handedly constructed a gaming computer from separate parts

### Multimedia Editing Software

- Proficient in Photoshop and Sony Vegas, creating projects that have over 625,000 total YouTube views

### Foreign Language

- Proficient in Spanish

## PROJECTS

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**Suite of Games** | *Java, C++, Python, PyGame, GameMaker Language*

December 2021-Present

- Developed a set of player vs. player and player vs. computer games, including an original pac-man style game with custom graphics and sounds, text-based RPGs, and variations on Hangman, Slap Slap Draw, and various word games

**Discord Chat Bot** | *Python, Discord Development Tools, GitHub, Visual Studio Code*

June 2022

- Developed a multipurpose bot for a Discord server that has rudimentary AI and can access locally stored files

## ACTIVITIES

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**Association of Computing Machinery (ACM)**

January 2022-Present

- Completed group projects across various technological fields including computer-human interaction and video games

**University of Illinois Computer Science Summer of Side Projects**

June 2022

- Attended four weeks of workshops on programming and professional preparedness
- Completed independent Python projects: chatbot, a flask program, a command line program, and a PyGame

**Illini Classics Club**

October 2021-Present

- Read and discussed works from ancient cultures and analyzed their significance to the cultures in which they arose as well as to the people of modern day