Kenny Sun

864-678-0414 | sunkenny5893@gmail.com | linkedin.com/in/kenny-sun1 | github.com/mystica-l

Education

Clemson University Aug. 2023 - Dec. 2026

Bachelor of Science, Major in Computer Science, Minor in Business Administration *GPA: 4.00 / 4.00*

- General Honors program at Clemson University's Honors College
- CW: Algorithms and Data Structures, Software Development Foundations, Intro to Computer Organization, Software Engineering, Network Programming

Experience

Web Application Developer Intern Aug. 2024 - Present

Clemson University Center for Workforce Development *Clemson, SC*

- **Technologies:** Python, Django, Docker, XML
- Automated the export of OpenEdX courses to IMSCC protocol (originally a 6+ hour process) allowing course compatibility with other CMS/LMS platforms
- Updated the website's registration page to gather additional information
- Worked in a team based environment with regularly scheduled meetings to present work

Summer Undergraduate Researcher June 2024 - July 2024

College of Staten Island *Staten Island, NY*

- **Technologies:** Python, Anaconda, Jupyter, Spyder, AWS Cluster
- Worked on the development of a machine learning model to predict flooding in the New York area
- Used machine learning techniques including KNN and Random Forest to validate flood sensor data
- Analyzed the computation complexity of machine learning models with parallel processing and presented findings to assist in further machine learning model development

Computer Science Teaching Assistant Jan. 2024 - Apr. 2024

Clemson University School of Computing *Clemson, SC*

- **Technologies:** C++, C, Emacs, Vim, VS Code
- Led lab sections for an intro CS course by issuing short lectures and answering student questions
- Hosted office hours to help students master class material
- Collaborated with the professor and fellow TAs to support student success

Projects

ESP-32 and Bluetooth Keyboard Connectivity | *C++, Platformio, ESP-32*

- In progress project to read bluetooth keyboard input through an ESP-32

Machine Learning Flappy Bird | *Python, Pygame, Machine Learning*

- Python program that trains a neural network model to play Flappy Bird autonomously

Technical Skills

Languages: C / C++, Python, Java, XML
Frameworks: Django, JUnit
Developer Tools: Git, GitHub, VS Code, IntelliJ, Jupyter Notebooks, Docker, Emacs, VIM
Libraries: pandas, NumPy, Matplotlib, mpi4py, scikit-learn

Awards

2023 CU Hack It Freshman Hello World Competition: Best Hardware Hack

- Worked with a team of 4 to design and 3D-print a programmable car using Fusion 360 and C++

South Carolina Palmetto Fellows Scholarship Recipient
2021 - 2022 VEX Robotics South Carolina State Championship: Tournament Champions

Community Engagement

- Clemson Association for Information Systems - Member Aug. 2023 - Present
- Association for Computing Machinery - Member Aug. 2023 - Present
- VEX Robotics - Volunteer Aug. 2021 – Present
  - Assisted in tournament setup, refereed robotics matches, judged engineering notebooks, and interviewed teams at local robotics tournaments to promote STEM engagement for K-12 students