

Ran Kong (Brian)

Software Engineer

Programming experience from school, engineering background with bachelor's degree and 5+ years working experience.

EDUCATION

Holberton School, Tulsa, OK — Graduation on 06/2022

January 2021 - Present

Diploma of Computer Science, specialization: Low-Level and Algorithm.

University of Oklahoma, Norman, OK — GPA: 3.5/4.0

August 2009 - December 2013

Graduated with Bachelor of Science degree in Architectural Engineering.

PROFESSIONAL EXPERIENCE

Holberton School, Tulsa, OK — Student

January 2021 - Present

- Studied low- and high-level programming languages, web development and algorithms. Project based, solo and teamwork, and peer learning. Major operating system Linux. Specialization in Low-level and Algorithms.
- Academic presentation for training soft skills, project reports, and knowledge sharing.
- Authored professional articles for knowledge summarization and learning experiences.

Borets, Tulsa, OK — Application Specialist Trainee

October 2018 – April 2020

- Processed horizontal pumping system inquiries and quotes from salespeople. Teamed with engineering and manufacturers on high specification inquiries and auxiliary equipment.
- Collaborated with the Engineering and Operations team to design “best fit” systems.
- Edited technical reports and materials for business expansion abroad.

Black Gold Group, Tulsa, OK — Engineer Consultant / Chinese-English Interpreter

November 2016 – April 2018

- Designed furnishings' 2D engineering drawings, furnishing spreadsheets, and partial building plans.
- Developed an apartment card access system.
- Construction administration for hardware supply and damage control.
- Interpreted between English and Chinese for businesses with Chinese vendors and investors.

Luxfer-GTM Technologies, LLC, Tulsa, OK — AutoCAD Designer

March 2014 – February 2016

- Designed 3D model and 2D engineering drawing of gas cylinder and transportation units.
- Project management based on engineering standards for gas cylinder and transportation units, involving item purchasing, cost evaluation spreadsheets, and project assembly procedure.

PROJECTS

Hackathon Project — *themed website hosting maze game coded in JavaScript*

- A 2-day 2-person project at Holberton School, featured in a timed maze with a wheel clock.
- My duty: developed the website front-end, developed the maze generate algorithm with JavaScript (DOM) for selectable difficulty level.
- https://github.com/rkbrian/Hackathon_Holberton

Hack Week in C++ — *themed C++ application*

- A 10-day solo project at Holberton School, analytical tool for sine wave graphs, operable on WSL.
- My duty: developed the application that takes parameter inputs to print wave graphs for analyzation.
- https://github.com/rkbrian/Cpp_Hack_wave

Project Euler 100 — *math and algorithm challenges in various languages*

- Ongoing self-challenges to solve one hundred mathematical/programming problems with Linux/WSL operable codes.
- https://github.com/rkbrian/project_euler_100

Tulsa, Oklahoma

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SKILLS

C/C++

Python

HTML/CSS/JavaScript

Visual Studio Code

Linux/Unix

Bash Scripting

x86 Assembly Language

MySQL

Flask/SQLAlchemy

Algorithms

Engineering

Problem Solving

Math

Teamwork

Test Driven Development

LANGUAGES

Fluent in English and

Chinese

LINKS

Github:

<https://github.com/rkbrian>

LinkedIn:

<https://www.linkedin.com/in/ran-kong/>

Personal Website:

<https://rkbrian.github.io/index.html>