Kevin Iraguha Rusagara

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EDUCATION

Yale University **New Haven, Connecticut**
B.S Computer Science and Economics *August 2023-May 2027*

- Relevant electives: C Programming and Linux, Mathematical Tools for Computer Science

EXPERIENCE

Software Developer Intern, Awesomity Lab **Kigali, Rwanda**
(June 2024 - Aug 2024)

- Developed and deployed Provigator, a FastAPI-based bug-tracking system now in use by the company, facilitating the reporting and tracking of 141 bugs.
- Implemented CRUD operations for client, project, and user management, ensuring efficient data handling and integration.
- Integrated Google OAuth for secure and streamlined user authentication.

Software Engineer Extern, Citadel|Citadel Securities **New York City, New York (Hybrid)**
May 2024 - Aug 2024

- Acquired knowledge about financial APIs and how to integrate them into software applications
- Experienced the world of trading through trading simulations, gaining practical insights into algorithmic trading strategies.
- Received 1-on-1 mentorship from Citadel staff, enhancing understanding of the fin-tech landscape.

Student Technician, Yale University **New Haven, Connecticut**
September 2023-May 2024

- Provided technical support for hardware and software issues advised, and repaired personal computers for Yale undergraduates and graduate students.
- Diagnosed clients' computers to identify and repair PC issues such as failed hard drives and system errors, offering tailored advice on parts and software upgrades.

VOLUNTEERING

SAMSUNG Engineering **Seoul, Korea(Remote)**
Tunza Eco Generation Ambassador *January 2022-June 2022*

- Organized and led 150+ teenagers in my village's data-driven environmental campaign against deforestation and utilized data to inform our strategies and adapted a paper recycling/reusing scheme

PROJECTS

- Provigator-API
  - Developed a FastAPI-based bug-tracking system with SQLite for Awesomity Lab, featuring CRUD operations for managing clients, projects, and users, along with Google OAuth for secure authentication and enabling centralized project management and quality assurnace. Now in use, it has helped track and report 141 bugs, improving the company’s software quality.
- Spell-Checker
  - Developed an interactive spell checker program in C, utilizing the Damerau-Levenshtein algorithm and a comprehensive dictionary of over 300,000 words to identify and suggest corrections for misspelt words efficiently. The application supports both direct text and file-based inputs, providing user-friendly corrective options like Add, Replace, and Ignore. Compiled with GCC and managed through a Makefile
- Maze Generation
  - Developed a maze generation program in C, incorporating four distinct algorithms—Randomized Depth-First Search, Simplified Prim's Algorithm, Least Recently Used (LRU) Algorithm, and a Combined Algorithm—to compare different maze creation techniques. Structs, enums, and data structures were employed to manage maze configurations dynamically. The program is compiled using GCC and controlled via the command-line interface, allowing for customizable maze dimensions and algorithm selection.