Kevin Iraguha Rusagara

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EDUCATION

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

- Relevant Courses: Discrete Maths, Data Structures and Algorithms, Linear Algebra

TECHNICAL SKILLS

- **Programming and Technologies**: C, Python, JavaScript,SQL,MongoDB,Racket,Linux,Bash, OOP
- **Tools and Frameworks:** Git, AWS, FastAPI, Flask, Springboot, Postman, REST APIs, Google Firebase

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 LLC **Manhattan, New York (Hybrid) (***May 2024 - Aug 2024)*

- Built a web application using Python and Flask to track budget expenses, integrating a stock market API for real-time portfolio tracking.
- Tested trading strategies on the Amplify stock simulation using momentum trading techniques, gaining insights into market behaviours.
- Acquired practical knowledge in financial APIs, algorithmic trading, and software development for financial services.

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

- Diagnosed and repaired hardware issues for students, like failed hard drives, faulty RAM, and overheating CPUs; performed hardware upgrades like memory expansion and upgraded hard drives to SSDs.
- Addressed software problems and provided advice like virus removal, operating system reinstallations, and fixing application errors; recommended software enhancements like OS updates and antivirus installations

VOLUNTEERING

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

- 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
  - Built an interactive spell checker in C using the Damerau-Levenshtein algorithm and a dictionary of 300,000+ words. The program efficiently identifies and suggests corrections for misspelled words, supporting both text and file inputs. Developed with GCC, automated through a makefile, and providing user-friendly options like Add, Replace, or Ignore
- Maze Generation
  - Created a maze generation program in C with four algorithms: Randomized Depth-First Search, Prim's Algorithm, Least Recently Used (LRU), and a hybrid method. The project dynamically manages maze configurations using structs and enums. Compiled with GCC, it features a command-line interface for customizable dimensions and algorithm selection.