Sophie Kostovski

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EDUCATION

DePaul University: College of Computing and Digital Media   Chicago, IL
Bachelor of Science: Cum Laude   June 2025
Major in Computer Science; Concentration in Software Development
Cumulative GPA: 3.5; Dean's List 8 times
Relevant Coursework: Data Structures, Algorithms, Data Analysis, Operating Systems, Software Engineering

WORK EXPERIENCE

DePaul University Steans Center: Lifeguard Community   Chicago, IL
Student Intern: Community-Based Service Learning   April 2025 – June 2025
Tech: Python (Flask), React, JavaScript, MariaDB, AWS, Postman
- Took over a project from a prior team independently analyzing documentation, source code, database schema and entries.
- Successfully migrated the app to an EC2 instance with a LAMPy stack after adjustments to interaction with API endpoints.
- Implemented new features and further built off of pre-existing features in React, improved UI consistency and functionality.
- Conducted testing and debugging across features in the full stack to ensure stable deployment and feature reliability.
- Fixed legacy bugs left by previous developers.

UNIVERSITY PROJECTS

Capstone Project: The Brown House Experience   January 2025 - March 2025
Tech: Python (Flask), React, JavaScript, MongoDB, AWS, Jira
- Served as team webmaster in a group of 9 to develop a full-stack web application to consolidate a non-profit's current event intake process.
- Configured Apache proxying to send requests to the Flask API served by Gunicorn, while serving the React frontend.
- Built and secured a Linux-based tech stack (Apache, MongoDB, Python), to ensure Stripe payment processing was safe to be included in public deployment.
- Contributed to testing and debugging the full user flow with Stripe; maintained server logs to ensure payments were processed and transactions were cancelled appropriately.
- Implemented different transactional email confirmations with responsive design.

Games Review & Blogging   May 2025 - June 2025
Tech: .NET 9, React, Typescript, SQLite, PostgreSQL
- Built a web application that allows users to make posts on specific story events or quests from select video games.
- Used .NET's Entity Framework to abstract database handling. Games, stories, posts, comments, reactions (likes/dislikes), and users were stored in a SQLite database in development, and PostgreSQL in a deployed version.
- Include functionality such as embedded comments, following other users to curate a following feed, viewing posts under a select game or story, and creating posts for other games as well.
- Implemented user authentication and authorization with hash store.
- Used React with Typescript as well as React Bootstrap (alongside other UI libraries like Lucide and MUI) to design a clean, simple frontend.
- Configured the web application's frontend, backend, and database on Azure with GitHub actions.

Kizuna Maker: Custom Rank Generator for Project SEKAI Fans   October 2024 - November 2024
Tech: Rust (Rocket), HTML, CSS, JavaScript
- Built a web application that allows users to generate customized "Kizuna rank" badges inspired by the mobile rhythm game Project SEKAI: COLORFUL STAGE! with a selection of character images and user-inputted text.
- Handled image concatenation, image composition and text generation using server-side logic in Rust.
- Designed an intuitive and straight-forward user interface.
- Ensured accurate rendering of the badges by using images from the game and mimicking the typography of the text as seen in rank badges available in-game.

ADDITIONAL

Languages: Python, Java, JavaScript, TypeScript, Rust, PL/SQL, Kotlin
Frameworks & Libraries: Flask, React, .NET, Rocket
Tools & Platforms: Git, GitHub, Jira, Postman, Android Studio, ArcGIS, WordPress
Databases: MongoDB, SQL, MariaDB, SQLite, PostgreSQL
Cloud & DevOps: AWS, Azure, Linux, Apache, Gunicorn