Kevin Yuan

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WORK EXPERIENCE

Cal Poly

San Luis Obispo, CA

Systems Programming Teaching Assistant

March 2024 - August 2024

- Worked closely with different students for 2 consecutive quarters, offering feedback for upcoming and current assignments, solidified their understanding of key concepts of Cl, helping them finish their assignments.
- Facilitated a calm and collected testing environment providing immediate support for students, ensuring that problems are resolved and students can concentrate.
- Graded student's assignments, and identified areas of improvement in their codebases enhancing students' skills and knowledge.

Rizzlet

San Luis Obispo, CA

Software Developer for Rizzlet Study App

January 2024 - June 2024

- Performed thorough code reviews both for the frontend and backend to identify defects and improve code readability and UI layout.
- Implemented Agile methodologies that fostered a collaborative environment and optimized team performance within a 5-person development team.
- Designed and implemented a reliable relational database that efficiently stored user courses and flashcard data and enabled users and developers to reliably retrieve data.
- Implemented a continuous deployment pipeline on Azure to ensure fast and reliable updates for the end user.

PROJECTS

Portfolio Site

June 2024 – Present

• Utilized Tailwind and SolidJS to develop a server-side rendered website to more effectively showcase a portfolio of projects.

SLOHacks Hackathon

San Luis Obispo, CA

Software Developer

May 2024 - May 2024

- Leveraged Google Gemini's API to determine the composition of ingredients in different dishes to communicate to users about potential dietary restraints.
- Accessed the FDA database to offer users a detailed breakdown of macros and nutrients alongside potential dietary restraints
- Placed overall 3rd out of 7 participating teams.

EDUCATION

California Polytechnic State University, San Luis Obispo

June 2026

B.S. Software Engineering

GPA: 3.43

Relevant Coursework: Data Structures, Project Based Object-Oriented Programming, Systems Programming, Discrete Structures, Software Engineering I & II, Database Systems, Dynamic Web Development, Linear Analysis, Design and Analysis of Algorithms

SKILLS

Programming Languages: C, RISC-V, Python, Java, Javascript, Typescript, SQL, MongoDB, Lua

Frameworks and Technologies: Lit, React, SolidJS, HTML, CSS, Tailwind, Node, Express, Jest, Github, Git, Azure

Interests: VR Development, OS Development, Web Development, 3D Modeling