

Twidy Kelvin Kwae

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Education

Expected Graduation: May 2028

Taylor University

BSc in Computer Science, Minor: Cybersecurity, Data Science

- GPA: 3.71
 - **Relevant Courses:** Foundations of Computer Science, Discrete Mathematics, Data Structures and Algorithms, Computer and Network Operations, Multi-tier Webpage Development, Introductory Statistics, Computer and Network Security.
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Experience

SharpBlades Solutions – Freelance Backend Developer

- Designed and implemented a Node.js/Express custom backend system to replace Zapier integration, reducing monthly operational expenses and eliminating processing delays
- Integrated Wave accounting API to automate end-to-end workflow: customer onboarding, invoice generation, and email notifications, reducing manual tasks by 80%

Field First Technician, Taylor University, Upland

March 2025 – Present

- Delivered technical support to 100+ students, faculty, and staff weekly, resolving hardware, software, and network issues, which improved user satisfaction by reducing downtime
- Managed and resolved 50+ support tickets weekly using Team Dynamix, achieving a 15% reduction in average resolution time through streamlined troubleshooting processes
- Configured and deployed 70+ workstations across campus, installing software and peripherals, which enhanced operational efficiency for faculty and staff

Peer Tutor, Taylor University, Upland

February 2025 – Present

Provided one-on-one tutoring in calculus, resulting in 85% of students improving their grades by at least one letter and enhancing their comprehension of complex mathematical concepts

STEM Tutor, NexGen Educational Hub, Ghana

April 2024 – August 2024

- Instructed 50+ students (ages 6-15) in robotics, teaching programming and guiding them in designing functional robots for real-world problem-solving
- Created interactive robotics challenges, boosting students' problem-solving skills and engagement in STEM
- Mentored students to develop creativity and confidence in STEM, inspiring a passion for technology and innovation through personalized guidance and support.

Projects

Battleship AI Player - [GitHub](#)

- Built an intelligent game agent using minimax algorithm and heuristic evaluation functions
 - Implemented in C++ with object-oriented design principles
 - Created a probabilistic targeting system that improved hit rate by 40% over a random strategy
- Achieved a 67% win rate in tournament testing against competing AI players, demonstrating superior strategic performance and algorithmic efficiency
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Skills

Programming Languages: Python, C++, C, SQL, JavaScript, HTML/CSS, Lua

• **Web & Frameworks:** React, TailwindCSS, Node.js, Database Systems

• **Tools & Technologies:** Version Control (Git), Bash, Microsoft Office 365

• **Networking & Security:** TCP/IP, Network Troubleshooting, Splunk, Wireshark, Snort, HIDS, NIDS

