# Kevin Poon

Place  |  Phone Number  |  Email

## EDUCATION

**University of California, Irvine**         September 2025 - Present
**Bachelor of Science in Software Engineering**
**Expected Graduation: June 2027**

**City College of San Francisco**         January 2023 - May 2025
**Associate of Science in Computer Science**
GPA: 3.92/4.0 | Dean's List (multiple semesters)
Graduated with Highest Honors
- Relevant Coursework:
    - Data Structures & Algorithms: C++
    - Discrete Mathematics
    - Computer Architecture with Assembly
    - Advanced Python Programming
    - Linear Algebra & Differential Equations

## EXPERIENCE

**George Washington High School Robotics**         San Francisco, CA
**Software Engineer**         August 2022 - May 2023
- Programmed initial autonomous sequence and driver-controlled functions in Java
- Led hands-on training sessions to prepare new team members on system validation
- Mentored new team members on programming concepts and version control

**Niantic**         Santa Clara, CA
**Brand Ambassador**         June 2023 - June 2023
- Supported Niantic staff during AWE USA 2023 with event setup, logistics, and on-site operations
- Managed a booth showcasing "Meet Wol," an AR/XR experience, and provided hands-on demonstration of the product to over 50 attendees

## PROJECTS

**Game Development**         May 2024 - August 2024
- Designed and implemented a 2D platformer and top-down game in C# (Unity Engine)
- Collaborated with teammates to plan and implement game features
- Contributed to "Reapers Rampage" and "Reapers Revenge" as primary programmer ([Itch.io link](#))

## SKILLS

- **Languages:** Proficient in C++, C#, Java | Familiar with Python
- **Tools & Frameworks:** Git, Unity, VS Code
- **Concepts:** Object-Oriented Programming, Software Testing