UCLA, B.S. Computer Science, 2020

San Jose, CA

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## Education

## UCLA, B.S. Computer Science, 2020 | GPA: 3.81

#### Relevant Coursework:

Operating Systems

web developer & software engineer

- Networking
- Computer Architecture
- Al and Machine learning
- Formal Languages & Automata Theory

## Skills

- Languages: Golang, Javascript, CSS, Python, Java, C++, Rust, SQL
- Linux: 3 year user of Linux, dotfiles: github.com/xorkevin/dotfiles
- Technologies: Containerization, Docker, Docker Swarm, Nodejs, Expressjs, ReactJS, Redux, SCSS, Mocha, Flask, Postgresql, NATS, Android. Rust

## Experience

#### **Blend**

## Software Engineering Intern | Jun 2018 - Sept 2018

- Assisted designing and implementing the backend and frontend for an authorization management service to authenticate client API requests for our services
- Wrote external endpoints as a part of the API team to securely expose internal services to external integrators
- Fixed flakey E2E tests to improve build times and velocity of deployment to production
- blend.com

#### LA Hacks

#### Executive Director | May 2018 - Dec 2018

- Lead several teams of organizers to host UCLA's annual hackathon
- Worked to raise \$100,000 from sponsors to improve the hackathon experience for our 1500 hackers

#### Tech Director | April 2017 - Present

- Designed a digital system to improve the experience both for hackers and organizers which includes: Online application system and grader, Automated checkin system, Live event notifications, Mentor ticket system
- <u>lahacks.com</u>

#### **UCLA DevX**

## Cofounder & Technology Director | June 2017 - Present

- Leading a new initative at UCLA to tackle issues UCLA students face with technology
- Focusing on modernizing the tech stacks used by the organization's products
- Developed a bootcamp to teach passionate developers software engineering skills and principles
- Hosted talks about application architecture and devops practices
- ucladevx.com

#### ACM

#### Tech Advisor | May 2019 - Present

 Advising ACM Board interns on how to modernize their software development practices

#### Devops Director | Feb 2017 - Jun 2018

- Led a team to create a new organization management platform to service UCLA's largest CS organization
- github.com/ucladevx/membership-portal

## Al Board Member | Oct 2016 - Feb 2017

 Planned and led workshops for members in topics such as logistic regression and neural networks

# Projects

## Microservice Framework | Governor | March 2017 - Present

- Designed and implemented a framework in Go for quickly building microservices needed for running a website
- Common requirements such as user management already implemented out of the box
- github.com/xorkevin/governor

## Code generation utility | Forge | 2019 - Present

- Designed and implemented a code generation utility for generating database model code
- Parses Go struct AST and generates corresponding model implementation
- Used in my microservice framework project above
- github.com/xorkevin/forge

## Neural Network Framework | KTensor | Sept 2016 - Present

- Desgined and implemented a graph based neural network framework in Rust inspired by Tensorflow
- Achieved a >90% accuracy on the MNIST dataset
- Planning to add support for convolutional networks
- github.com/KTensor

# Full Stack Content Management System | BulletCMS | March 2016 - March 2017

- Designed and implemented a modular website content management system with a Dockerized Nodejs back-end in Koajs and managed by Kubernetes
- Front-end built on Reactis and Redux
- github.com/bulletcms