UCLA, B.S. Computer Science, 2020 San Jose, CA

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web developer & machine learning engineer

Education

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

Relevant Coursework:

- Operating Systems
- Networking
- Computer Architecture
- Algorithms
- Programming Languages

Skills

- Languages: Golang, Javascript, CSS, Python, Java, C++, Rust, SQL
- Linux: 3 year user of Linux, dotfiles: github.com/xorkevin/dotfiles
- Technologies: Docker, Docker Swarm, Nodejs, Expressjs, ReactJS, Redux, SCSS, Mocha, Flask, Postgresql, Android
- Artificial Intelligence: Neural networks, Search algorithms
- Architecture: Inversion of Control, Dependency injection

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 - Present

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

Tech Director | April 2017 - May 2018

- 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
- lahacks.com

UCLA DevX

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
- Developing and planning a bootcamp to teach passionate developers software engineering skills and principles
- ucladevx.com

2016 - March 2017

ACM

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

Full Stack Content Management System | BulletCMS | March

management system with a Dockerized Nodejs back-end in Koajs

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/hackform/governor

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

Google Play Store App | TicTacGo | 2014 • Designed and released my app, TicTacGo, on the Google Play Store

• Designed and implemented a modular website content

github.com/0kstudios/TicTacGo

and managed by Kubernetes

github.com/bulletcms

• Front-end built on Reactis and Redux

play.google.com/store/apps/details?id=com.kevin.ultimatet3

* References available upon request