

KEVIN KWAN

kevinkwan@gatech.edu ▪ Atlanta, GA ▪ kevin-kwan.tech ▪ linkedin.com/in/kevinkwan3/ ▪ github.com/Kevin-Kwan

Intuitive, adaptive, inquisitive, and creative entry-level full stack developer with backend experience seeking to collaborate, design, develop, debug, deploy, and maintain impactful programs and web applications.

EDUCATION:

- Georgia Institute of Technology** – Atlanta, GA August 2021 – May 2024
- Bachelor of Science in Computer Science; *summa cum laude* GPA: 3.9
 - Zell Miller Scholarship, Graduated with Highest Honors, Dean’s List, Faculty Honors
- Gwinnett Technical College: Dual Enrollment** – Lawrenceville, GA May 2020 – May 2021
- PC Repair and Network Technician Certificate

TECHNICAL SKILLS and KNOWLEDGE:

Programming Languages/Frameworks:

Java, Python, C#, JavaScript, TypeScript, Node.js, SQL, HTML, CSS, React, NextJS, Tailwind CSS, Lua, C, MATLAB

Technologies/Instrumentation:

Git, Version Control Systems, Agile/Scrum, MySQL/NoSQL Databases, Docker, Unity, Cloudflare, Amazon Web Services, Google Cloud, Microsoft Azure, JIRA, Confluence, JetBrains, Visual Studio, Adobe Creative Suite, Windows 10/11, Ubuntu

WORK EXPERIENCE:

- Software Engineer I (L3): GEICO** – Atlanta, GA (Remote) July 2024 – Present
- Migrating GEICO’s Claims’ Interactive Voice Response system from CISCO’s UCCE to Amazon Connect using AWS Lambda and Lex to improve customer self-service capabilities and decrease agent workload/costs
- Software Engineer Intern: Publicis Sapient (Publicis Groupe)** – Atlanta, GA June 2023 – August 2023
- Engineered a WhatsApp AI chatbot application having Memory and Tools using Google VertexAI’s LLM, LangChain, MongoDB, Twilio, and various APIs for the Travel & Hospitality Industry to enhance and assist the user experience for tourists through engaging conversation by providing accurate up-to-date answers to inquiries, live data, and recommendations for Atlanta’s attractions, hotels, and restaurants
 - Architected RESTful APIs using Flask and Python that allowed the frontend team to interact with our backend MongoDB databases and AI chatbot program endpoint to generate and retrieve responses
 - Automated CI/CD (DevOps) pipeline through GitLab, Docker, and Google Cloud Platform, and deployed our containerized frontend applications on Google Firebase Hosting and backend applications on Google App Engine
 - Improved the accuracy of the bot’s responses up to 91% through rigorous testing and validation
 - Assembled a full-stack interactive map website using Node.js, Vite, TypeScript, Google Maps API, and GCP Storage Buckets to serve chatbot options and venue information to users
- CAVs Software Engineer: Georgia Tech EcoCAR EV Challenge** – Atlanta, GA Jan 2022 – May 2023
- Under the V2X subteam, used data from cameras and sensors to develop a finite state machine to help the car make smart decisions in certain traffic light scenarios with efficiency and user experience in mind
 - EcoCAR Mobility Challenge is a 4-year Collegiate Competition and \$1 million research program sponsored by Argonne National Labs, the U.S. Department of Energy, General Motors, MathWorks, Intel, and more
 - Contributed to the Georgia Institute of Technology team’s victory in The EcoCAR Mobility Challenge in 2022, securing 1st place

PROJECTS:

- Deep Learning: “Eyetracking-Driven Human Computer Interaction” Software** August 2023 – December 2023
- Successfully built/trained AI architectures using PyTorch to aid populations with limited limb mobility by improving the tracking and mapping of a user’s gaze onto a computer screen to control mouse cursor movement by 87%
- Discord Open-Source Multi-Purpose Chat Bot – 1,100 Users (GitHub)** January 2022 – Present
- Designed and developed a custom, modular Discord utility/entertainment chatbot with Music, Economy (MongoDB), and ChatGPT capabilities using Node.js packages and APIs and respond to users’ commands and messages
 - Deployed the bot on Fly.io (previously on Heroku) to be hosted with 24/7 uptime with CI/CD integration
- Video Game Suite Group Project: “Project Blu” – Objects and Design (GitHub)** June 2022 – August 2022
- Utilized software engineering principles, design patterns, problem-solving, and AGILE/SCRUM project management to develop a game suite in Unity while completing assigned work in time-boxed sprints
 - Promoted teamwork by assigning tickets to members, facilitating communication, and planning meetings