

Kevin Jason Barrios

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EDUCATION

Bachelor of Science in Computer Science

December 2024

University of Nevada - Las Vegas

- Governor Guinn Millennium Scholarship
- Dean's List Fall 2023, Spring 2024
- Relevant Courses: Analysis of Algorithms, Artificial Intelligence, Computational Linear Algebra, Computer Logic Design, Data Structures, Machine Learning, Statistical Methods, Software Design, Operating Systems

EXPERIENCE

Software Developer Intern

September 2024 – December 2024

Banquet Consulting

Las Vegas, NV

- Contributed to the development of multi-tenant SaaS applications using C#, AWS services (S3, Lambda, DynamoDB, API Gateway), and web technologies (HTML, CSS, JavaScript).
- Designed and showcased a Table Layout Editor app using C# and Blazor (WASM), allowing users to design layouts and calculate space usage for event planning.
- Assisted in the configuration and troubleshooting of the LazyMagic tech stack, contributing to the development of event-planning tools like "Sets App" and "Snaps App".
- Worked closely with a senior developer, providing feedback on technical documentation and contributing to various aspects of the software development lifecycle.

Coding Instructor

October 2023 – Present

The Coder School Las Vegas

Las Vegas, NV

PROJECTS

RebelHub: Social Media Web Application

December 2024

- Led backend development for RebelHub, a social media platform project, using Django REST framework to implement user management, hub functionality, and secure authentication, resulting in a scalable architecture.
- Designed and integrated a scalable database schema with Django ORM to support core features like user profiles, posts, and messaging, ensuring efficient data handling and system performance.
- Collaborated with the team to integrate RESTful APIs into a React-based UI with Next.js, enabling dynamic content rendering and real-time interactions.
- Improved code quality by conducting regular reviews, enforcing best practices, resolving integration challenges across the team, and achieving 90% average unit test coverage across backend services.

Daisy: Interactive Logic Compiler and Deduction System

October 2024

- Developed a Java-based compiler using Maven, capable of parsing and transforming formal logic formulas, with automated tools for generating truth tables and performing logical inference.
- Engineered a modular knowledge base and inference system, incorporating a resolution algorithm for efficient logical deduction and seamless querying of logic formulas.
- Integrated third-party libraries like JUnit for unit testing and JLine for advanced input handling in the interactive REPL interface, ensuring reliable functionality and an optimal user experience.

AutoNote: Automated Note Submission System

August 2024

- Developed a Python automation script using Playwright to streamline note submissions, automating login, navigation, and data entry, while reducing submission time by up to 30% per student.
- Created a data extraction mechanism to parse structured information from a text file, including student notes, concepts, project details, and preferences, and used this data to populate web forms.
- Implemented dynamic interaction handling in Playwright to manage web elements such as buttons, dropdowns, and iframes, ensuring accurate and efficient submission of multiple student records.
- Addressed challenges related to session management and data accuracy by handling varying web element states and validating submission success to ensure data integrity.

SKILLS

Technical: C, C#, Java, JavaScript, Python, Scala, HTML, CSS, React, React Native, Blazor, Playwright, Django, AWS Services, Next.js, Maven, Git, Linux

Professional: English, Spanish, Leadership, Adaptability, Problem-Solving, Collaboration, Technical Documentation