James Kong

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EDUCATION

Brandeis University   Waltham, MA
Master of Science in Computer Science (MS)   *Aug. 2024 – May. 2025*

Bachelor of Science in Computer Science (BS), Minor in Business   *Aug. 2020 – May. 2024*

EXPERIENCE

Graduate Head Teaching Assistant - Intro to Problem Solving in Python   Aug. 2024 – Dec. 2024
Brandeis University   *Waltham, MA*
- Lead bi-weekly recitations and weekly office hours for 70 students, reinforcing Python programming concepts
- Supervise the grading process and coordinate exams to ensure fairness and accuracy

IT Technician Level II   Nov. 2022 – May. 2024
Brandeis University   *Waltham, MA*
- Delivered comprehensive technical support to clients, efficiently managing up to 350 tickets per week
- Promptly tracked and resolved tickets using Jira with a 85% ticket resolution rate under 48 hours

Software Engineer Intern   May. 2023 – Aug. 2023
Zebra Technologies   *Dedham, MA*
- Developed a machine learning prototype interface for payroll anomaly detection using the Isolation Forest algorithm in Python, analyzing over 5.4k transactions from an IBM Db2 database streamlined by optimized SQL queries
- Automated API documentation according to OpenAPI specifications, reducing documentation time by 60% through custom Gradle tasks and plugins
- Refactored Punch API and wrote extensive unit tests using JUnit and Mockito, achieving a test coverage of 95% across all Punch service and method classes

Lead Mobile App Developer   Apr. 2022 – Jul. 2023
Branda   *Waltham, MA*
- Oversaw a team of 15 student developers on a React Native mobile app used by over 1.6k users daily
- Increased code efficiency by integrating new API routes and configurations into the backend, enhancing scalability and reducing response times by 30% during peak usage periods
- Improved user experience on frontend by implementing a chat bot, revamping the hours page to auto-refresh, adding dark maps to shuttle tracking tab, and fixing miscellaneous bugs

PROJECTS

Home Gym App | *SwiftUI, Vision, AVSpeechSynthesizer, AVCaptureSession, Charts*   Jan. 2025 - Feb. 2025
- Built a native iOS/iPadOS fitness app using computer vision to track exercise form and count reps for 12 exercises
- Designed progress-tracking visuals with trend analytics and voice guidance system to improve user engagement
- Developed an achievement system with badges and customizable goals to motivate and reward user progress

Trojan Horse Game | *Python, Pygame, Requests, Sys, Threading, OS, Subprocess*   Apr. 2024
- Implemented a trojan horse-style game that scrapes IP address, directories, files, processes, and system info
- Added an auto-send email feature with scraped info along with copies of any .pdf, .docx, or .txt files found
- Coded a Pygame with menus, navigation controls, backgrounds, pixel art icons, sound effects, and music

Movie Portfolio Website | *HTML, CSS, Express.js, Javascript, MongoDB*   Jun. 2022
- Designed a portfolio website for a friend showcasing his films, animations, blog posts
- Included an admin login system to edit post titles and descriptions, add new posts, delete old posts
- Utilized a MongoDB database for storing post links and descriptions

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, Swift, HTML/CSS, SQL, Groovy
Frameworks: React, React Native, Express.js, Node.js, Expo, JUnit, Pytest, Mockito, Java Swing, SwiftUI
Tools: Git, Jira, Shell, npm, Yarn, Heroku, Confluence, VS Code, Xcode, PyCharm, IntelliJ, Eclipse, Sublime Text
Libraries: pandas, NumPy, Pygame, scikit-learn, D3.js, Matplotlib, Selenium