

KEVIN CAM

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EDUCATION:

Northeastern University, Boston, MA

Graduated Dec 2022

Khoury College of Computer Sciences, Candidate for a Bachelor in Computer Science

GPA: 3.85/4.00

Coursework: Object-Oriented Design, Algorithms and Data, Computer Systems, Networks & Distributed Systems, Data Science

Notable Projects:

Computer Systems (*project link on request in order to avoid cheating*)

- Created a simple network database server with multi threaded functionality
- Implemented a mostly-read only Unix-like file system using the FUSE library

Networks & Distributed Systems

- Created a Raft consensus algorithm

COMPUTER KNOWLEDGE:

- **Computer Languages:** Java, Javascript, Dart, Go Lang, Python, CSS, SASS, HTML, MATLAB
- **Technology:** React, Angular, Service Infrastructure, Pandas, Google's Cloud Datastore API, Google's Blobstore API, jQuery

EXPERIENCE:

Microsoft's SWE Internship, Remond, WA, *Software Developer*

May - August 2022

Microsoft Authentication Library (MSAL) Windows Sample App

- Set up a C++ Windows Sample App for third party developers to familiarize with MSAL.CPP's best practices and patterns.
- Utilized WinINet in order to showcase how to access protected resources such as the Microsoft Graph API after retrieving a user's account.
- Showcase common scenarios such as persisting account or automatically signing in a user after they sign in to the app until they sign out.

Google's SWE Internship, Remote, *Software Developer*

January - April 2022

YouTube Ads Data Repository Metadata Service Webapp

- Set up an Angular Dart Web App for users to interact with the data repo for Youtube Ads analysis by displaying annotation data and nested schema for select fields and data freshness information for select dates.
- Improved rendering performance by leveraging change detection on push to significantly reduce the number of times Angular reloads by 50% as the worst case.
- Serialized nested JSON into custom Dart classes and create a document detailing how to refactor serialization to leverage Dart generated Protocol Buffer files that are generated on build based on existing Protocol Buffer files.

Google's SWE Internship, Remote, *Software Developer*

May - August 2021

Anthos Audit Logging Offline Buffer Improvements (<https://github.com/kev1n80/go-diskqueue>)

- Added a disk size limit feature to a file based queue which resulted in Google Anthos Audit Proxy's resilience to network outages by keeping relevant audit logs from kube-apiserver and deleting old log files to maintain the allocated storage space. This affects ~850 clusters which leverage Google Anthos Audit Proxy.
- Replaced the current LumberJack go package with my forked repo of DiskQueue in Google Anthos Audit Proxy which resulted in 100% of disk utilization compared to the old LumberJack approach.
- Utilized Travis CI to detect race conditions and ensure that each iteration of DiskQueue can be built and deployed.
- Leveraged python scripts to scrape metrics api in order to measure performance of Audit Proxy while running.

EXTRACURRICULAR ACTIVITIES:

Sandbox NEU Front-end Developer

January 2020 - Present

Pharmd Project (<https://github.com/sandboxnu/pharmd-tracker>)

- Collaborated with the Sandbox school club to build a dynamic website that assists staff at the Northeastern School of Pharmacy to reduce merge conflicts and improve the process of updating student data.
- Developed the front-end by leveraging React, a Javascript library, for its ability to quickly create a scalable project.
- Added styling using Styled-Components for its ability to override styling of a component.
- Leveraged React-Admin in order to handle routing, use its basic components, and querying the API.

Interests: Photography, Starcraft 2, chess, dancing Salsa & Bachata, anime, building a pc, and running.