

# Kevin J. Lui

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## EDUCATION

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Stevens Institute of Technology, Hoboken, NJ

Expected Graduation: May 2027

- Cumulative GPA: 4.0, Dean's List 2024
- Bachelor's Student, Pursuing Degree in Computer Science
- Accepted into The Lawrence T. Babbio '66 Pinnacle Scholars Program
- Relevant Coursework (2024-2025): Data Structures, Linear Algebra, Probability and Statistics, Discrete Structures, Multivariable Calculus, Introduction to Computer Science, Physics: Mechanics

Manalapan High School, Manalapan, NJ

Graduation: June 2024

- Accepted into Science and Engineering Magnet Program
- Relevant Coursework (2020-2024): AP Computer Science, AP Statistics, AP Microeconomics, AP Calculus BC, AP Physics C: Mechanics, AP Physics C: Electricity and Magnetism, Multivariable Calculus

### Skills and Technologies

- Programming: Python, Java, C#, HTML, CSS, Javascript, TypeScript
- Machine Learning: TensorFlow, Hugging Face Transformers, MediaPipe, OpenCV
- Web Development: Next.js, Supabase, Tailwind CSS, Node.js
- Tools and Platforms: Git, GitHub, itch.io
- Art & Design: Photoshop, Clip Studio Paint, Aseprite

## INTERNSHIP

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WIT Contests

Jan 2024 - June 2024

Software Engineer Intern

Holmdel, NJ

- Created an online multiplayer sports game from concept to implementation
- Utilized Unity and C# for game mechanics, character interactions, and animations
- Integrated the Photon Engine Multiplayer SDK to enable real-time multiplayer functionality
- Conducted playtesting sessions to gather feedback and refine game mechanics

## PROJECTS

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### Personalized News Aggregator

- Built a personalized news aggregator using Next.js, Supabase, and Tailwind CSS
- Implemented Supabase as the backend for user data management and API route handling from NewsAPI
- Integrated Hugging Face Transformers model for article categorization via Node.js ingestion pipeline
- Designed a dynamic YouTube/Instagram-style interface with a category-based recommendation algorithm
- Features user authentication, article search, and infinite scroll

### Sign Language Translator

- Developed a real-time hand-tracking system using Python with MediaPipe and OpenCV to detect gestures
- Designed a web interface and 3D hand models with Unity using C# and Blender
- Integrated an ML TensorFlow algorithm to match hand positions with an American Sign Language database

### Godot 4 2D Platformer Character Controller

- Designed a versatile script for a 2D platformer character controller written in GDScript for Godot 4
- Documented code for ease of use for other developers, including many adjustable and toggleable options
- Published a playable demo available on itch.io: [Godot 2D Character Controller](#)

### Game for Brackeys Game Jam 2025.1

- Solo-developed a puzzle-platformer game with intentionally buggy mechanics in one week
- Developed the game using Godot 4 and GDScript and created assets using Aseprite
- Designed unique puzzle mechanics based on glitch effects
- Conducted playtesting and gathered feedback from other participants
- Published the game to itch.io: [A Platformer..?](#)