Ken Yun

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Education

Stevens Institute of Technology

Hoboken, NJ

Bachelor of Science in Computer Science

Aug 2019 - May 2023

• GPA: 3.507/4.0

• Coursework: Data Structures, Algorithms, Discrete Structures, Software Development Process, Project Management, Database Management Systems, Web Programming, Web Programming II

Skills

Frontend: React.js, TypeScript, JavaScript, Next.js (Pages/App), HTML/CSS, Tailwind CSS

Backend: Node.js, Express.js, MongoDB, PostgreSQL

Tools: Git, VSCode, Postman, Vercel, Docker

Other Skills: RESTful APIs, Agile Development, Python, C/C++

Experience

Front End Intern, AdvisorWorld – Fort Lee, NJ

Mar 2024 - June 2024

- Managed the front end for several Next.JS Pages applications in an Nx monorepo using PayloadCMS (a Next.JS framework), TypeScript and Tailwind CSS
- Improved quality of life for site administrators by implementing multi-tenant structure, a custom global resource filter, and granular access control into the admin page
- Created a better experience for end users by integrating search feature for articles using Algolia and designing custom front end components using shadcn/ui

Course Assistant, Stevens Institute of Technology - Hoboken, NJ

Sept 2021 - Dec 2021

- Improved the turnaround time for grading significantly by creating the solution sets for labs and homework assignments to be used by other course assistants
- Guided struggling students and consistently received the most traffic during office hours by encouraging any and all questions and helping most students see a full letter grade improvement

Projects

Joyce Meimei Zheng Website

Jan 2025 - Present

- Created a full-stack web application for an aspiring actor to post career updates with Payload CMS (a Next.JS framework), TypeScript, Tailwind CSS, and MongoDB
- Integrated UploadThing CDN storage to store images, files, and other forms of media to display on the website
- Deployed live application to Vercel with custom domain name

Custom Chessboard Jan 2025 - Present

- Created custom chessboard component using Chess.js for move validation and dnd-kit for drag and drop interactions
- Added square highlighting and arrow drawing inspired by Chess.com's board UI

Simple Pokedex v3

TypeScript, and Tailwind CSS

Sept 2024 - Oct 2024

- Developed a full-stack web application to display paginated data about Pokemon with Next.JS App Router,
- Pulled data from a publicly available REST API (PokeAPI v2) and integrated Prisma ORM with Vercel Postgres database
- Designed the page to be responsive for all screen sizes and deployed live application to Vercel