

Kevin Gyorick

Computer Science Undergraduate

Objective: use my present knowledge to contribute to the growth and development of my place of employment and to continue to acquire new skills and knowledge.



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SKILLS

JavaFX

Ubuntu

Unraid

MS Windows

React

React Native

NodeJS

SQL

MongoDB

GitLab CI/CD

Ansible

Docker

Self-Hosting

OpenVPN Configuration

Kubernetes

Machine Learning

Test Driven
Development

VLAN

EDUCATION

Bachelor's in Computer Science Saginaw Valley State University

08/2018 - 05/2022

GPA: 3.94

WORK EXPERIENCE

Quality Assurance Team Leader The Rebel Body Collective (SVSU Capstone)

08/2021 - 05/2022

Achievements/Tasks

- Manage and assist a team of my peers in the application of quality assurance practices.
- Utilized the testing suites: Jest, Cypress, and Pytest.
- Develop a GitLab CI/CD Pipeline for automated testing and deployments.
- Web Development using React and Django, following an Agile workflow.

<https://rebelbodycollective.com/>

Contact : Scott D. James - 989-964-4896

Computer Science Researcher SVSU

01/2019 - Present

Achievements/Tasks

- Write computer science research papers for publication
- Develop machine learning classifiers for a variety of data sets
- Data mine new data sets
- Experience with LSTM, SVM, DT, kNN, NLP, TensorFlow, MatLab, Jupyter Notebooks

Contact : Aos Mulahuwaish - 989-964-4346

Computer Science Tutor Center for Academic Achievement SVSU

01/2018 - 05/2022

Achievements/Tasks

- Worked with students one-on-one to provide educational support
- Received positive feedback from tutees
- Tracked learning progress in order to identify enhanced tutoring methods to help students achieve their goals

Contact : Elaine T. Hunyadi - 989-964-2469

VOLUNTEER EXPERIENCE

Machine Learning Club (2021 - Present)

Co-Founder/President

Hour of Code (2019)

Volunteer

LANGUAGES

Java



Javascript



Typescript



Python



C#



Visual Basic



INTERESTS

DevOps

Web Development

Machine Learning

Data Science

Programming

Networking

3D Printing

CAD

Photography

ACHIEVEMENTS

Machine Learning Publication

Mulahuwaish, Aosh & Gyorick, Kevin & Ghafoor, Kayhan & Maghdid, Halgurd & Rawat, Danda B. (2020). *Efficient Classification Model of Web News Documents using Machine Learning Algorithms*. *Computers & Security*. 98. 102006. 10.1016/j.cose.2020.102006.

President's List/Dean's List (2018 - 2022)

Future Scientist and Technology Leader Award (06/2017)

Congress of Future Science and Technology Leaders

ACM Programming Competition @ SVSU (11/2021)

Achieved 2nd place

PROJECTS

Interactive demos and code available on my portfolio website.
portfolio.kevingyorick.com

Fitness Providers

- ▣ A website for students to find fitness providers.
- ▣ Built on the frameworks Express and React using Typescript
- ▣ GitLab CI/CD for automatic deployments of multiple versions of the website to Docker containers
- ▣ Data managed using MongoDB and S3 Storage
- ▣ Provider monthly subscriptions using the PayPal subscription API and the utilization of Google Maps to show course locations.
- ▣ Manage a kubernetes cluster deployment on cloud provider Linode using Terraform.

Raspberry Pi K3S Cluster

- ▣ I setup a Kubernetes cluster with four raspberry pis. I setup multiple websites and reverse proxies using Let's Encrypt for HTTPS certification on the cluster. I successfully port forwarded the websites on a different LAN over a OpenVPN connection.

Ultimate Tic Tac Toe Game

- ▣ A UTTT game in Unity WebGL that supports local play. I plan on expanding it in the future to support online and AI play.

Grid Style Video Player

- ▣ A video player in C# that can play videos in a grid. You tell it what grid you want for example a 2 x 2 and it would play 4 videos in that arrangement.

Discord Bot

- ▣ A bot for the voice communication application, discord in the python programming language. The bot is able to start a server for the game Minecraft even if the computer running the server is turned off.

Java Scheduler

- ▣ A java program that takes a tab delimited input file of customers, vehicles, and services in order to create a schedule for each mechanic in the shop. The program uses a database to save the mechanics, customers, customer vehicles, types of services, shop bays, and schedule for future use.