

# Kelvin Ihezue

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## EDUCATION

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### Rutgers University

Bachelor of Science in Computer Science, Minor in Theater

New Brunswick, NJ

Anticipated graduation Dec. 2025

### Raritan Valley Community College

Associate of Science in Computer Science

Branchburg, NJ

Graduated Dec. 2023

## EXPERIENCE

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### Incoming Software Development Career Accelerator intern

Internship On Demand (IOD)

Incoming July 2024

Madison, Wisconsin

### Student Researcher and Technical Engineer

NASA L'SPACE Mission Concept Academy

May 2024 - Present

Remote

- Conducted technical research on a rover mission to be sent to Mars and prepared a preliminary design review (PDR).
- Served as student administrator to assist in budget, safety protocols, and project management with an assigned team of 11 cross-disciplinary students.
- Served as a student engineer designing Risk Mitigation and FEAMA charts.

### Mentee and Student Networker

CodePath ICP Program

June 2023 - Aug. 2023

Remote

- Participated in a rigorous virtual 10-weeks professional and technical skills development program
- Developed a game in Java to test the generated dungeons
- Attended weekly workshops and connected with industry professionals/recruiters on insights to thrive as interns at top companies.
- Attended multiple career fairs hosted by CodePath's company sponsors and networked with other like-minded students.

## PROJECTS

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### Personal Website | HTML 5, CSS, JavaScript, Bootstrap, Netlify, GitHub

Sep. 2023 - Present

- Built and styled the body of the website using *HTML* and *CSS* from scratch, compatible and responsible for all screen sizes.
- Used *Bootstrap* for the website's theme color, logos and icons and added a responsive navigation bar for quick navigation to the sections of the website
- Orchestrated and conducted a technical workshop, imparting and learning back-end engineering concepts and best practices with a group of 5 enthusiastic undergraduates, fostering our understanding and skills in Web development.

### Snake Game | Python, Flask, GitHub, Git

Dec. 2023

- Leveraged *Python* classes to engineer a classic arcade snake game, introducing a pioneering snake class that grows through an advanced array advanced array shifting and traversal algorithm.
- Applied a scale algorithm to dynamically update resolutions, ensuring a seamless gaming experience across various devices and screen sizes.
- Demonstrated a proactive and compassionate approach to software development by maintaining the code and regularly checking for bugs.

## ORGANIZATIONS AND CAMPUS INVOLVEMENT

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### National Society of Black Engineers (NSBE), HackRU (Member) | Rutgers

Mar. 2024 - Present

### Minority Engineering Educational Task (M.E.E.T) | Rutgers

Feb. 2024 - Present

### STEM and Engineering Club (Member), Little Scientist Night, Colorstack | RVCC

2023

## TECHNICAL SKILLS

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**Languages:** Python, HTML 5, CSS, JavaScript, MySQL, C/C++.

**Frameworks:** Flask, Linux, GitHub, Netlify, Bootstrap.

**Developer Tools:** Git, VS Code, Visual Studio, PyCharm, Replit, Xcode

**Libraries:** pandas, NumPy, Matplotlib