Kevin Wang

(763) 286-8198 | wan01699@umn.edu | linkedin.com/in/kevin-yaejun-wang | github.com/wangyaejun

Education

University of Minnesota – Twin Cities *Expected Graduation: Spring 2028*
B.S. in Computer Engineering

Work Experience

University of Minnesota – Minnesota Robotics Institute (MnRI) Minneapolis, MN
Robotics Systems Assistant Intern *May 2026 – Aug 2026*

- Integrated a Kinova Gen3 Lite robotic arm and RGB-D camera using open-source ROS packages on Ubuntu Linux
- Automated Docker environment configuration using Bash scripts, reducing manual setup and streamlining workflows
- Implemented motion planning and trajectory execution using Python and C++ to coordinate joint movements
- Validated motion control performance by evaluating movement accuracy on physical hardware and in simulations

Republic of Korea Army – 32nd Infantry Division Boot Camp Sejong, South Korea
Drill Instructor (Sergeant) *Jan 2024 – Jul 2025*

- Managed confidential recruit data and automated Excel workflows to improve data accuracy and reduce processing time
- Trained, supervised, and mentored 1,750+ recruits after being selected for outstanding training performance
- Coordinated daily training operations for 250+ recruits and monthly graduation ceremonies involving 1,000+ attendees

Projects

Dollarply – Job Application Autofill App In Development
Swift, SwiftUI, JavaScript *May 2026 – Present*

- Built a native macOS app and Chrome extension to automate job applications using local JSON storage for user profiles
- Orchestrated specialized Codex AI subagents for debugging, answer verification, UI design, and automated testing
- Reduced manual application time from 6–8 minutes to under 1 minute with automated form filling across 3+ platforms

Gopher Timesheet Filler Published on Chrome Web Store
JavaScript, HTML/CSS, Chrome Extensions API, Playwright *Sep 2026 – Present*

- Built and published a Chrome extension to automate employee timesheet entry on the Chrome Web Store
- Reduced timesheet completion time by approximately 80% using DOM-based form automation and input validation
- Validated extension reliability through 158 unit tests and 222 Playwright browser tests covering core workflows
- Led end-to-end product development, including UI/UX design, implementation, testing, and Web Store deployment

IoT Memory Challenge – Simon Says Completed
Embedded C++, Particle Photon 2, GPIO, NeoPixel *Oct 2025 – Dec 2025*

- Designed and developed an interactive memory game where players repeat LED or audio patterns using physical buttons
- Developed a cloud-connected scoring system using Particle Photon 2 and Particle Cloud for real-time high score tracking
- Implemented randomized sequence generation, pattern matching, and progressive difficulty algorithms in Embedded C++

Certifications

Semiconductor Fabrication 101 Certificate Minneapolis, MN
SCALE (Scalable Asymmetric Lifecycle Engagement) *May 2026 – Aug 2026*

- Completed Purdue, UT Austin, and Intel-sponsored semiconductor fabrication training at the Minnesota Nano Center, performing thin-film deposition, photoresist coating, development, etching, and stripping

Technical Skills

Programming Languages: Python, C/C++, Java, JavaScript, Swift, Bash, SQL, Verilog, Assembly, HTML/CSS
Frameworks & Technologies: React, Next.js, SwiftUI, ROS, Chrome Extensions API, Playwright, Supabase, Stripe
Developer Tools: Git, GitHub, OpenAI Codex, Docker, Linux, Vercel, Xcode, VS Code, IntelliJ IDEA, MPLAB X, LTspice
Hardware & Embedded Systems: PIC24, Particle Photon 2, GPIO, I2C, SPI, UART, PWM, Microcontrollers