Kennedy Page

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Education

University of North Carolina at Greensboro — Greensboro, NC
Bachelor of Science in Computer Science, Minor in Mathematics (GPA: 3.5) — *May 2025*

University of North Carolina at Greensboro — Greensboro, NC
Master of Science in Information Technology and Management (GPA: 4.0) — *Fall 2025 – Present*

Relevant Coursework: Big Data and Machine Learning, Digital Image Processing, Database Systems, Web Development, Data Structures and Algorithms

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, Java, SQL, HTML, CSS
Frameworks: React, Next.js, Node.js, Express, Springboot, FastAPI, Django
Libraries & APIs: pandas, NumPy, Tailwind CSS, OpenAI API
Tools & Platforms: Supabase, PostgreSQL, MySQL, Git, GitHub, Render, Vercel

Experience

Hawl Technologies, LLC — Remote
Frontend Engineer Intern — *March 2026 – Present*
- Developing and improving user interface components for web applications
- Translating designs into responsive frontend elements
- Collaborating with team to enhance user experience and frontend functionality

Projects

CodeFlow (GitHub) | Live Demo
A real-time collaborative coding platform
- Built a real-time collaborative coding application that allows multiple users to edit and run code simultaneously
- Designed backend APIs and session state synchronization to handle concurrent edits
- Implemented authentication and session management for secure multi-user collaboration
- Deployed the application in a production environment and handled reliability considerations

Spartan Marketplace (GitHub) | Live Demo
Campus-only AI marketplace (Capstone Team Project)
- Built a campus-only marketplace supporting conversational natural-language search for purchase intent (budget, use case)
- Translated free-form user queries into structured constraints to improve listing relevance
- Improved listing quality by **90%** using backend validation to prevent invalid or hallucinated data
- Implemented authentication, messaging, and role-based access controls in a full-stack architecture

NoteTube (GitHub) | Live Demo
An intent-based YouTube video note generation tool
- Built a web application that generates structured notes from YouTube videos based on user intent (study, review, quick reference)
- Extracted video transcripts and applied intent-conditioned summarization workflows
- Designed user-controlled note formats and levels of detail for different learning goals
- Integrated external APIs and deployed the application for public use

Volunteer Experience

St. Peter's World Outreach Center — Winston-Salem, NC
Media & Operations Volunteer — *Nov 2019 – Present*
- Coordinated live service operations using presentation and media software for 300+ weekly attendees
- Managed real-time content sequencing, timing cues, and change requests during live services
- Trained and onboarded new volunteers on tools, workflows, and operational procedures
- Served as a point-of-contact during live services, communicating updates via headset systems