Kovu Jackson-Bentley

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US citizen and results-driven software engineer who is passionate about building solutions that exceed expectations. Seeking a full-time position that challenges skills and offers growth opportunities and experiences.

Education

Bachelor of Science in Game Design and Development, Minor in Software Engineering   Aug 2024
Rochester Institute of Technology, GPA: 3.4

Skills

Languages: C#, C++, CSS, HLSL, HTML, Java, JavaScript, Python, SQL, TypeScript
Framework/Libraries: DirectX 11, Jest Unit Tests, MonoGame, Node Package Manager, PixiJS, React, Sequelize
Tools: Discord API, GitHub Projects, Swagger API documentation, Unity, Trello

Professional Experience

Software Engineer | Team Lead, Crowd Comic, Internship   May 2024 – Aug 2024
Built a collaborative project that encourages users to create and/or read a "Choose Your Own Adventure" comic
- Created a database with API handlers for managing and modifying application information
- Authored comprehensive documentation for new developers, including project regulations with visual examples. Provided personal instructions for those needing further clarification
- Reviewed team members' code to verify it was functional and followed our guidelines
- Guided and trained team members on effective use of tools and applications, including proper unit testing with Jest and appropriate React component usage

Tools: SQL, Sequelize, React, TypeScript, JavaScript, Jest Unit Tests, HTML, CSS, Github Projects, Discord API

Teaching Assistant, RIT   Aug 2023 – May 2024
- Provided individual support during lectures and workshops for college students
- Consulted with the professor on each student's academic progress

Mentor, Society of Software Engineers, RIT   Nov 2022 – May 2024
- Lead exam review sessions for software engineering students
- Assisted students personally with coding and algorithmic assignments

Software Engineer, Arkhe, Internship   June 2022 – Aug 2022
Developed an AR/VR/XR teaching tool to help a professor explain functional programming to his students
- Collaborated with a remote Agile team to complete a design and move into implementation of code
- Prompted by peer feedback, refactored code to improve developer usability and modularity
- Developed a series of small projects, which were rapidly integrated together to build the final product
- Set up Jest unit testing and continuous integration scripts, reducing bugs encountered by a factor of 3
- Doubled key student outcomes metrics based on reduced assignment completion time and grades

Tools: Github Projects, Python, HTML, CSS, JavaScript, Node.js, Jest Unit Tests, Discord

Projects

Stardew Valley Perfectionist Guide, Personal Project   Nov 2024 – Present
Developing an interactive guide for 100% game completion based on players' game state
- Minimized reliance on external wikis by implementing progression tasks
- Implemented dynamic content updates to reflect players' in-game actions and milestones

Tools: C#, Monogame, Github

Software Developer | Project Manager, Mentor Schedule Maker, Group Project   Aug 2024 – Present
Designed a schedule maker tool for a college academic organization's tutoring program
- Independently implemented an MVP to guide the final product's features and scope
- Automated schedule generation with multi-parameter customization to reduce schedule creation time
- Recruited current members from organization for beta testing and additional development support

Tools: React, GitHub, TypeScript, Node Package Manager, Node.js

Repository Maintainer, Keep Talking and Nobody Explodes Community Server   Jan 2024 – Present
Manage a repository of all content related to game manuals, including community-created mods
- Handle requests from community members who are not as experienced with web development
- Review pull requests for repository standards and provide detailed feedback for necessary changes
- Update manuals to ensure visibility across all website states, including in dark mode and mobile layout
- Encourage non-maintainers to review documentation explaining all regulations of the repository

Tools: HTML, CSS, RegEx, JavaScript, Jquery, JSON, Discord

Software Developer, Discord Timestamp Converter, Personal Project   Dec 2024 – Jan 2025
Developed a Discord bot to auto-parse timestamps based on timezone, time, and date
- Added a quality-of-life feature allowing users to omit date and time parameters, enhancing convenience
- Streamlined timestamp conversion process for improved user experience

Tools: Discord, Discord.js, GitHub, JavaScript, JSON, Node Package Manager, Node.js

Software Developer, Discord Link Parser, Personal Project   Nov 2024
Developed a Discord bot that automatically parses social media links to display content embeds within the app
- Reduced user effort and time manually to get the "fixed" linked by a factor of 2
- Developed unit tests to verify regex works as intended, decreasing debugging time by a factor of 2
- Added util functions for server admins to easily moderate the bot and prevent spam

Tools: Discord.js, GitHub, JavaScript, Jest Unit Tests, Node Package Manager, Node.js, Regex, Trello

Software Contributor, KTANE FAQ Discord Bot, Personal Project   Oct 2024 – Nov 2024
Designed and implemented FAQ feature to Discord bot to streamline modding support and troubleshooting
- Optimized bot functionally to prioritize questions based on frequency of occurrence
- Increased visibility of some modding documentation/tutorials that were previously hidden in chats log
- Reduced the amount of time answer questions by a factor of 3

Tools: Discord, Discord.js, GitHub, JavaScript, Node Package Manager, Node.js

Teacher | Software Developer, Unity Tutorial, Personal Project   Sep 2024
Created a visual beginner-friendly Unity tutorial demonstration installation and scripting fundamentals
- Streamlined process of teaching Unity fundamentals, reducing individual explanation time for developers
- Documented tutorial in video and Google slides formats to accommodate various learning preferences
- Made Unity project repository public, allow easy access for developers to follow along with the tutorial

Tools: Adobe Premiere Pro, C#, Unity

Software Developer | Lead Programmer, Traumatic Toybox, Team Project   Jan 2024 – May 2024
Created a stealth horror game where the protagonist must escape the toy box full of murderous toys
- Discussed priorities and scope of the project along with morality of the team in weekly meetings
- Reviewed peer's progress on application and provided constructive criticism with visual guides
- Developed an intuitive HUD that informs the player where the enemies are, even if they're off screen

Tools: C#, Unity, Trello, Discord

Software Developer, Casper Cat Cafe, Team Project   Jan 2023 – Apr 2023
Designed and developed an engaging yet casual game. Explored creative and interactive solutions
- Independently developed a mini game that incentivizes users based on their rapid reflexes and cautiousness
- Discussed project process and progress with team members weekly to design and implement additional features
- After achieving MVP, implemented a file system to store user data upon game shutdown

Tools: C#, Unity, Trello, Discord

Solo Developer, Ultimate Tic Tac Toe, Class Project   Dec 2022
Created a Tic Tac Toe variant with 9 smaller boards, where winning boards contribute to a larger tic tac toe
- Gained proficiency in utilizing a JavaScript graphics library, and practiced front end interaction
- Implemented multiple rules to reward strategic thinking, ensuring a captivating experience

Tools: JavaScript, PixiJS

Solo Developer, Keep Talking and Nobody Explodes Solver, Personal Project   Feb 2019 – Apr 2022
Created a puzzle solver for a cooperative game, focusing on enhancing C# programming and UI/UX design skills
- Designed an intuitive graphical user interface (GUI) to intuitively and quickly gather input from players and provide dynamic puzzle solutions, improving overall user experience and interaction
- Verified implementation stability with unit tests, decreasing bugs encountered at release

Tools: C#, Windows Forms