Kovu Bentley

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blckhawker.github.io/portfolio

Results driven software engineer who is passionate about building deliverables that meets and/or exceeds customer's requirements. Seeking an internship/co-op for the Summer/Fall of 2024. Strengths in:

- Working with a variety of teams
- Designing detailed artifacts to enhance the process of development
- Learning different software tools/methodologies to incorporate them within interactive media
- Adapting to different environments including new team structures and collaboration
- Analyzing problems and conceptualizing solutions
- C#, JavaScript, HTML/CSS, SQL, RegEx, Trello, UML

Education

B.S. Game Design and Development, Rochester Institute of Technology, 3.4/4.0, Dec 2024
Software Engineering Minor

Relevant Experience & Projects

Software Engineer, Arkhe, Jun 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 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, Git, Github, Jest Unit Tests, Discord

Keep Talking and Nobody Explodes Solver, Personal Project
KTANE is a co-op game that requires two people to collaborate and solve puzzles. This project was created to increase C# language skills and gives the user solutions to said puzzles.
- Designed responsive UIs based user inputs in a fast-paced gameplay environment.
- Verified implementation stability with unit tests, decreasing bugs encountered at release

Tools: Trello, Windows Forms, C#, C# Unit Tests, Visual Studio

Ultimate Tic Tac Toe, Class Project
Tackled an individual challenge of how to use a graphics library to create an engaging game.
- 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, HTML, PixiJS, Visual Studio Code

Software Developer, Casper Cat Cafe, Team Project
Designed and developed an engaging yet casual game. Challenged how to implement 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: Github Projects, Unity, JSON, C#, Visual Studio, Visual Studio Code

Professional Experience

Teaching Assistant, RIT, Aug 2023 - Present
Mentor, Society of Software Engineers, RIT, Nov 2022 - Present