

# 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, JavaScript, 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

## Relevant Experience

**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

## Projects

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**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

**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

**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