

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

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, Visual Studio, 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

Developed a strategic twist on the classic game, Tic Tac Toe with a 3x3 grid of smaller boards

- 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