

Kovu Jackson-Bentley

kovubentley@gmail.com · (860)-681-2068 · github.com/BlckHawker · blckhawker.github.io/portfolio/

Software engineer with a passion for solving puzzles and 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, npm, PixiJS, React, Sequelize

Methodologies: Agile (SCRUM), Kanban, Waterfall

Tools: Discord API, GitHub Actions (CI/CD), GitHub, Microsoft Office, Swagger API, Unity, Trello

Professional Experience

AI Data Annotator, Data Annotation

July 2025 – Present

- Pass technical qualification AI evaluation tasks, ensuring readiness for project participation.
- Analyze AI-generated responses, providing structured feedback to improve model accuracy.
- Identify flaws in AI replies and documented suggestions to improve alignment with prompt meaning.

Long Term Substitute Teacher, Education Support Services, Waterbury, CT

Jan 2025 – Present

- Maintain a React course website to host grades/assignments, improving access for 100+ students.
- Developed a script adding invisible text to student assignments, reducing AI misuse in student work.
- Post early updates via Google Classroom, resulting in faster starts and more on-time work.
- Adjust lessons weekly from student feedback, improving engagement and understanding.
- Deliver personalized feedback on work daily to help students find flaws and improve steadily.
- Help students set academic goals and improve problem solving, leading to more class participation.

Tools: JavaScript, React

Teaching Assistant, RIT

Aug 2023 – May 2024

- Provided in-class assistance to reduce confusion, leading to fewer follow-up questions after lectures.
- Routinely reviewed student progress with the professor to tailor instruction for those struggling.

Mentor, Society of Software Engineers, RIT

Nov 2022 – May 2024

- Helped facilitate and run SE review sessions for 25+ groups, reinforcing key concepts pre-exam.
- Provided peer tutoring in DSA topics, boosting confidence in technical problem-solving.

Hockey Game Usher, RIT

Sep 2021 – Nov 2023

- Communicated event info and resolved guest questions, helping ensure smooth, welcoming experiences.
- Directed guests to seats/facilities to improve traffic flow and ensure smooth event operations.

Internships

Software Engineer | Team Coordinator, RIT

May 2024 – Aug 2024

Built a collaborative project that encourages users to create and/or read a “Choose Your Own Adventure” comic

- Designed and implemented a backend DB and APIs to support content edits and dynamic app updates.
- Refactored modular code into a full app from peer feedback, boosting usability and development speed.
- Advised peers on React structure and testing best practices to improve tool confidence and teamwork.

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

Software Engineer, RIT

June 2022 – Aug 2022

Developed an AR/VR/XR teaching tool to help a professor explain functional programming to his students

- Coordinated stand-ups and reviews on Discord, helping a remote Agile team progress through delivery.

- Prompted by peer feedback, refactored code to improve developer usability and modularity.
- Prototyped AR/VR modules and integrated into one app, accelerating final product development.
- Implemented Jest tests and CI scripts to ensure stable releases and smoother deployments.
- Improved student comprehension and reduced assignment time, as noted by the instructor.

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

Projects

Productivity Task Manager, Group [GitHub] July 2025 – Present

Designing and developing a cross-platform productivity app to manage tasks, projects, and goals.

- Building recurring tasks, subtasks, reminders, labels, due dates, and views for flexible organization.
- Creating TypeScript + Prisma backend with PostgreSQL for sync, scale, and offline use.
- Integrated GitHub Actions CI/CD with linting, 90%+ coverage, and automated build checks.
- Documenting requirements and onboarding docs to speed setup and prep for future multi-user support.

Tools: TypeScript, React, React Native, Prisma, PostgreSQL, Jest, ESLint, Prettier, GitHub Actions

Stardew Valley Discord Bot Moderator, Personal [GitHub] May 2025 – Present

Maintain a Discord bot to automate notifications and improve user engagement in a mod server.

- Built automated notification for Twitch, YouTube, and GitHub activity, reducing moderator workload.
- Built staging env and Git flow with auto tests to reduce deploy errors and improve contributor safety.
- Author onboarding guides and docs to help contributors submit higher quality PRs.

Tools: Discord.js, Github API, JavaScript, Jest Unit Tests, npm, Node.js, Twitch API, YouTube API

Stardew Valley Perfectionist Guide, Personal [GitHub] Nov 2024 – Present

Developing an interactive guide for 100% game completion based on players' game state

- Maintain GUI checklist that updates from player actions, reducing wiki use and personalizing play.

Tools: C#, Monogame, Github

Repository Maintainer, Keep Talking and Nobody Explodes Community Server [GitHub] Jan 2024 – Present

Manage a repository of all content related to game manuals, including community-created mods

- Support contributors on repo standards and PRs via Discord, improving overall submission quality.
- Review PRs for compliance with repo guidelines, giving actionable feedback to maintain consistency.
- Update manuals to ensure visibility across all website states, including in dark mode and mobile layout
- Encourage use of repo docs to improve PRs and reduce submissions that missed key guidelines.

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

Discord Timestamp Converter, Personal [GitHub] Dec 2024 – Jan 2025

Developed a Discord bot to auto-parse timestamps based on timezone, time, and date

- Simplified user process of timestamps creation from date/time directly, removing manual lookup steps.
- Enabled bot autofilling date/time if missing, reducing user steps and improving timestamp usability.

Tools: Discord.js, GitHub, JavaScript, JSON, npm, Node.js

Discord Link Parser, Personal [GitHub] Nov 2024

Developed a Discord bot that automatically parses social media links to display content embeds within the app

- Automated parsing user links into desired format, removing the need to manually reformat URLs.
- Wrote regex unit tests to validate link parsing, reducing debugging time and deployment issues by 50%
- Implemented mod tools to help admins prevent spam and abuse, increasing bot safety and reliability.
- Used Trello to track bugs and manage sprints, improving feature delivery and minimizing issues.

Tools: Discord.js, GitHub, JavaScript, Jest Unit Tests, npm, Node.js, Regex

Software Contributor, KTANE FAQ Discord Bot, Team [GitHub] Oct 2024 – Nov 2024

Designed and implemented FAQ feature to Discord bot to streamline modding support and troubleshooting

- Prioritized bot FAQ replies by frequency, making common answers being found faster.

- Linked key modding tutorials into bot responses, making hidden resources easily discoverable
- Automated answers to common questions, freeing contributors to handle complex issues.

Tools: Discord.js, GitHub, JavaScript, npm, Node.js

Mentor Schedule Maker, Personal [GitHub]

Aug 2024 – Nov 2024

Designed a schedule maker tool for a college academic organization's tutoring program

- Independently built MVP scheduler that helped stakeholders define feature priorities.
- Automated schedule creation with customizable parameters, cutting down planning time for organizers

Tools: React, GitHub, TypeScript, npm, Node.js

Instructor | Developer, Unity Tutorial, Personal [GitHub]

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 to allow easy access for developers to follow along with the tutorial

Tools: Adobe Premiere Pro, C#, Unity

Lead Programmer, Traumatic Toybox, Team [Video Demo]

Jan 2024 – May 2024

Created a stealth horror game where the protagonist must escape the toy box full of murderous toys

- Managed scope and task delegation via Trello/Discord, maintaining timely milestone delivery.
- Reviewed peer code and shared annotated screenshots, improving code quality and UI consistency.
- Designed a HUD to show off-screen enemies, improving player spatial awareness and gameplay tension.

Tools: C#, Unity, Trello

Gameplay Developer, Casper Cat Cafe, Class Team [Video Demo]

Jan 2023 – Apr 2023

Designed and developed an engaging yet casual game. Explored creative and interactive solutions

- Independently developed a reflex mini game with rewards to encourage careful and quick player actions.
- Utilized Discord/Trello to align features and keep team collaboration smooth and timely.
- Implemented a file-saving system to retain user data across sessions, enhancing replayability.

Tools: C#, Unity, Trello

Ultimate Tic Tac Toe, Solo Class [GitHub]

Dec 2022

Created a Tic Tac Toe variant with 9 smaller boards, where winning boards contribute to a larger tic tac toe

- Built an PixiJS interactive game board to learn canvas graphics and improve frontend responsiveness.
- Created tie-reset rule for mini-boards, enabling strategic plays and shifting mid-game board control.

Tools: JavaScript, PixiJS

Keep Talking and Nobody Explodes Solver, Personal [Video Demos]

Feb 2019 – Apr 2022

Created a puzzle solver for a cooperative game, focusing on enhancing C# programming and UI/UX design skills

- Built a user-friendly UI for fast input and readable output, helping players solve puzzles quickly.
- Wrote unit tests to validate puzzle logic, reducing bugs at launch and increasing solver reliability.

Tools: C#, Windows Forms