

Kovu Jackson-Bentley

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

Puzzle enthusiastic 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

Methodologies: Agile (SCRUM), Kanban, Waterfall

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

Professional Experience

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

Jan 2025 – Present

- Created and maintained a student website for assignments and grade tracking using JavaScript + React.
- Developed a script to reduce the use of AI models in student assignments, improving academic integrity.
- Adapted to rapidly shifting schedules by gathering student feedback to iteratively improve next lessons.
- Delivered weekly detailed feedback on assignments, enabling iterative student improvement
- Provided leadership by guiding students to establish future goals and develop problem-solving abilities

Tools: Google Classroom, JavaScript, Microsoft Office Tools, PowerSchool, React

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 developer documentation with visuals and offered individual support when needed
- Reviewed team members’ code to verify it was functional and followed our guidelines
- Mentored team members on React architecture, proper unit testing, and GitHub project workflows.

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

Hockey Game Usher, RIT

Sep 2021 – Nov 2023

- Informed guests in detail of rules, regulations, and additional event information.
- Assisted guests with navigation throughout the arena.
- Exercised communication skills in order to provide advice and answers to guests.

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 Discord Bot Moderator, Personal Project May 2025 – Present

Designed, developed, and currently maintains a Discord bot for automating notifications and improving user engagement in a Stardew Valley modding community server.

- Automated Twitch, YouTube, and GitHub notifications with smart filtering, reducing moderator workload
- Established a separate staging environment with automated testing and a structured branching strategy
- Authored contributor documentation, PR guidelines, and onboarding guides for developers

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

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

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

Software Developer, Mentor Schedule Maker Aug 2024 – Nov 2024

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

Tools: React, GitHub, TypeScript, 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 weekly to design and implement 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

Software 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 GUI to streamline player input and deliver dynamic puzzle solutions
- Verified implementation stability with unit tests, decreasing bugs encountered at release

Tools: C#, Windows Forms