

Kyler Witting

SOFTWARE DEVELOPMENT EXPERIENCE

- **Michigan Tech University Enterprise Program – Husky Game Development**
 - Faculty Advisor: Robert Pastel
 - Project: Beyond Space
 - Objective: Design, code and implement a computer-based Java game.
 - Team leader
 - Project: Cyber Elite
 - Unity Engine PC Game
 - Team Leader
- **Team Software Project: Broomball Referee Management Portal**
 - Faculty Advisor: James Walker
 - Technologies Implemented
 - Python with Flask, Jinja2, HTML/CSS, and MySQL
 - Hardware Used
 - Red Hat 4.8.3-9 Server

COMPUTER SKILLS

Java - C - Python - SQL - Server Management - Desktop Support - Git/SVN - HTML/CSS

EDUCATION

- **Bachelor of Computer Science**
 - Michigan Technical University, Houghton, MI
 - Planned Graduation – Spring 2017
- **College Preparatory Curriculum**
 - Catholic Central High School, Novi, MI
 - Graduated in 2012

WORK HISTORY

- **Aspirus Keweenaw Hospital - IT Intern** *July 2014 - Current*
 - Working as an IT intern while going to school full time at MTU
 - Managing a full go live of a new system with new computers and new OS
 - More than 300 new computers replacing old computers during working hours with little to no downtime. New monitors and keyboards with the new desktop.
 - EPIC implementation and support at multiple locations
 - Supported computer needs for 300+ daily users
 - Working with a team in a professional environment
- **Broomball Webmaster** *December 2015 - Current*
 - Web development on an existing project
 - Managing users, fixing existing issues, and communicating with the Committee.
 - Planning and implementing development of a new website