

# David Kozdra

COMPUTER SCIENCE MAJOR · Florida Polytechnic University

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## Skills

**Programming Languages :** C#, C  
**Technologies :** WPF, Unity Engine

## Objective

I hope to expand my industry knowledge, as well as my personal software ability through a professional internship.

## Experience

(Remote)

Dec 2019 - Present

### Developer at LoweBros Games

- Using Unity2d I designed dialogue systems, Unit testing
- Responsibilities were quality assurance for titles, designs and projects Project management, scripting, and design

## Projects

### Posture Corrector      Team Project

Java, Android Studio

- Using the position test against user defined area and notify user when out of range "Correct your posture"
- Interfaced with the accelerometer
- Used the Android SDK and notification and preferences system
- Designed UI and app icons

### Typing Tutor      Solo Project

C#, WPF

- Text file typing tutor, select custom text files and test speed and accuracy of content
- File class management and memory
- Displaying available text files
- Removes characters in each file and grades user

### Help the Devil Stole my TV      Team Project

C#, Unity2d

- RPG with turn-based pokemon like combat
- Developed the original demo for the game, including NPC dialogue and character movement.
- Added content to story and levels including NPCs to interact with

## Education

LakeLand FI

Sept. 2019-Exp. Apr. 2023

### Florida Polytechnic University

### BACHELORS OF SCIENCE IN COMPUTER SCIENCE

(GPA: 3.7)

- Relevant Societies:  
Media Club (treasurer), Programming Club