Kyle Capehart

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https://drelyk.github.io

Skills:
- Programming languages: C, Java, C#, Python, HTML/CSS, SQL
- Tools: Git, Visual Studio, Android Studio, Unity, Microsoft Office

Education:
Pursuing a Bachelor's Degree in Computer Science at the University of Central Florida.
- GPA: 3.87
- Expected Graduation: Spring 2019
- Courses: Processes for Object Oriented Software Development, Database Design, Object Oriented Programming, Computer Architecture, System Software, Security in Computing
- Activities and Clubs: Hack@UCF (Cyber Security Club) and GameDev Knights (Game Development Club)

Projects and Experience:
Space Shooter – Android Game (WIP)
- Written in C# using the Unity Game Engine
- Uses GooglePlay services for leaderboards and the Photon Network Framework for Multiplayer
- Player controls a ship that flies through the level with the objective of achieving a high score
- Group project for Object Oriented Software Development class
- Project link on GitHub: https://github.com/KHendricks/COP4331_SpaceShooter

Homepage – Custom homepage for web browser
- Written in HTML/CSS and JavaScript
- Custom homepage that opens when launching a web browser or creating a new tab
- Project link on GitHub: https://github.com/DrElyk/Homepage

Music Alarm – Desktop Application (WIP)
- Written in Python and uses the Kivy Framework for GUI
- Utilizes YouTube Data API to play a random trending Music Video when the specified time is reached
- Project link on GitHub: https://github.com/DrElyk/MusicAlarm-using-YouTube-Data-API

Work Experience
Attractions Attendant (June 2017 - Present)
Universal Orlando
- Trainer starting in April 2018
- Attend to guest needs
- De-escalate guest situations
- Follow strict safety guidelines and procedures

Food Line Worker (Summers of 2015 and 2016)
Panera Bread
- Prepare food for guests
- Clean tables and wash dishes