Kyle Capehart

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Skills:
- Programming languages: C, Java, C#, Python, HTML/CSS, SQL, Apex, Visualforce
- Tools: Salesforce, AWS, Jira, Git, Visual Studio, Android Studio, Unity

Education:

Studying Computer Science at the University of Central Florida
- GPA: 3.8
- Expected Graduation: Spring 2019
- Courses: Processes for Object Oriented Software Development, Database Design, Object Oriented Programming, Computer Architecture, System Software, Security in Computing, Programming Languages, Robot Vision, Senior Design

Projects and Experience:

Space Shooter – Android Game
- Written in C# using the Unity Game Engine
- 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
- Written in Python and uses the Kivy Framework for GUI
- Utilizes YouTube Data API v3 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

Software Developer Intern at Siemens (May 2018 – Present)
- Participate in Agile Sprints for the Salesforce Customer Portal
- Assign story points to user stories managed in Jira
- Write Apex classes and test cases to meet acceptance criteria
- Modify HTML/CSS to satisfy customer needs
- Weekly meetings for backlog grooming, user story demos, and sprint planning

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