# Kyle Capehart

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**Skills:**
- Programming languages: Java, C#, Python, Apex, Visualforce, HTML, CSS, JavaScript, SQL
- Tools: Salesforce, JIRA, AWS, Git, Unity, Linux

**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, Security in Computing, Programming Languages, Robot Vision

**Work Experience**

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

**Projects:**

Agile Central Command (WIP) – Deloitte Senior Design Project
- Group project made for Deloitte's US Delivery Center
- Application that makes it easier to manage Agile Sprints
- Utilizes Django Framework and AWS
- Integrates with JIRA

Space Shooter – Android game made for Object Oriented Software Development class
- Written in C# using the Unity Game Engine
- Players control a ship that flies through a level and shoots at enemies
- My main contributions were: upgrade menu, upgrade mechanics, shooting mechanics, level transitions, particle effects, and attribute tracking
- Project link on GitHub: https://github.com/KHendricks/COP4331_SpaceShooter

Music Alarm – Personal project
- 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