

Kyle Capehart

4553 Oakcreek St Apt 317, Orlando, FL, 32835

kyleacapehart@knights.ucf.edu

850-261-9097

Education

Currently pursuing a BS in Computer Science at the University of Central Florida

Expected Graduation: 2019

Current GPA: 3.8

Qualifications

Skills

- Experience with Java, C#, and C programming languages
- Familiarity with HTML/CSS and SQL
- Understanding of Android Studio, Unity Game Engine, Git, GCC, Visual Studio

Projects

- Space Shooter
 - Ongoing 3D mobile game being built in Unity for COP4331 class
 - Will feature online services such as leaderboards and multiplayer
 - I am designing the combat and upgrade system
 - Utilizing GitHub and Trello for project management
- Space Golf
 - 3D golfing game built in Unity during a game jam
 - I programmed the game mechanics
 - Utilized Bitbucket and Trello for project management

Activities

- Game Dev
 - Video Game Development Club at UCF
 - Participated in Indie Galactic Space Jam 2016
- Hack@UCF
 - Collegiate Cyber Defense and Offense Club at UCF
 - Participated in weekly meetings and workshops

Courses

- Current: Processes for Object Oriented Software Development, Database Design, Systems Software
- Past: Security in Computing, Computer Logic and Organization, Computer Architecture

Work Experience

Universal Orlando Resort, Orlando, FL (June 2017 – present)

- Attraction attendant at Dr. Doom's Fearfall
- Interacted with guests and ensured safety procedures were met