KEVIN PATLIS

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EDUCATION

Bachelor of Science in Information Technology

Florida State University   GPA:3.7

📅 December 2020   📍 Tallahassee, FL

PROFESSIONAL EXPERIENCE

Software Engineer III

Diverse Computing

📅 March 2023 — Present   📍 Tallahassee, FL

- Led end-of-development project phases to completion with a focus on maintainability alongside teams of project developers as part of an Application Support team.
- Pioneered development of a custom customer-facing web management interface for forms and data entry utilized in our bleeding-edge products
- Cooperated closely with management to update and maintain security of existing and old projects

Software Engineer II

📅 October 2021 — March 2023

- Spearheaded application design of our first React App, and assisted in back-end service architecture communicating with CJIS systems
- Appointed as Code Review lead, ensuring other developers on the team maintained conventions and style practices

Software Engineer I

Junior Systems Analyst | December 2019 — December 2020

📅 December 2020 — October 2021

- Completed full-stack web development tasks employing technologies such as React, Spring/Spring Boot, and T-SQL.
- Collaborated with other developers and project managers in reviewing and efforting complex tasks to meet user criteria in an Agile development process

Store Operator

Simplicity Esports

📅 June 2019 — August 2019   📍 Boca Raton, FL

- Operated a LAN Center with various consoles & Windows 10 systems.
- Organized Esports Tournaments & coordinated with team members to drive in-store attendance and sales

PERSONAL DEVELOPMENT

NoleBot
- Built with the Java-Discord API wrapper
- Developed a Bot user for Discord, a chat and voice communication program mainly used by gamers
- Allowed for fine tuning of user permissions, much more than what Discord originally provides.
- Enabled a smooth student verification process for students
- Collaborated with other contributors on Github in code reviews and pull requests.

HungeeGames
- Created a Minecraft Server plugin using the Spigot and BungeeCord API
- Used as an abstraction layer over a "Hunger Games" minigame plugin, made to manage a a large amount of players and load balance them over a network of Minecraft servers.
- Developed as an open-source project and collaborated closely with other contributors

LEADERSHIP

Esports at Florida State University

Chief Technical Officer

📅 February 2019 — December 2020   📍 Tallahassee, FL

- Created automatic processes to facilitate member interaction in Discord using NoleBot
- Managed multiple server operations for the club, including game servers for our members to play on
- Managed software, such as our live streaming programs + Twitch live streaming services
- Attended club events, managing physical technical operations & technology use

SKILLS

Java, React, Typescript, Javascript, Kotlin, Agile, MySQL/TSQL, HTML, CSS, JavaScript, Git, Bash, Windows, Linux, MacOS