

Kyle Dieckman

Bellingham, WA

E: k.dieckman@live.com

C: (360) 628 - 2741

Objective

To create software that will improve the lives of users in a meaningful way, while also striving to improve myself.

Education

Western Washington University - 2012 to 2017

B.S., Computer Science

Programming

Tools: Python, C, C#, Java, Git, SVN, CVS

Developed a wide range of applications using procedural, functional, and object-oriented programming paradigms.

Course Work

- ❖ Implemented a shell in C for UNIX based systems
- ❖ Created a compiler using Flex and Yacc

Independent Work

- ❖ Built various game prototypes using tools like Game Maker, Unity, and Unreal Engine
- ❖ Developed an IRC bot using C# which allows users to interact with livestreams

Web Development

Tools: HTML, CSS/SASS, JavaScript, PHP, SQL, GIMP/Photoshop, WordPress, Django

Built dynamic web pages with responsive design that were clean, functional, and effective at communicating with customers.

Course Work

- ❖ Worked with a small team in building a voter information management app for an external customer using Django

Independent Work

- ❖ Designing and implementing a social media app

Interests

Video Editing Music Production Writing Board Games