Kyle Haugen

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WEB LINKS

Personal Website: https://KDHaugen.github.io/

Github: https://github.com/KDHaugen

LinkedIn: https://www.linkedin.com/in/dev-kyle-haugen/

PROFESSIONAL HISTORY

Dec. 2021 – Present
Portland, Oregon

Instructor, The Tech Academy

- Teach students from around the globe in Computer Science materials such as HTML, CSS, Javascript, C#, SQL, Python, Agile and more.
- Help students with their coding assignments using screenshare.

Mar. 2020 – Present

GML2 coder | Mechanical Design | Project Leader, Seeds of Aether

- Created playable video game characters for Seeds of Aether computer game.
- Self taught Game Maker Language 2.0.
- Coordinated project assignments between team mates to complete projects of quality and in a timely manner.
- Communicated with user base to make product as appealing as possible.

Jan. 2021 – Dec. 2021
Portland, Oregon

Software Developer, The Tech Academy

- Developed web applications using HTML, Javascript, CSS and C#.
- Participated in Agility sprints, completing stories and attending daily stand up meetings.

SKILLS

Javascript

MVC Entity

Project Management

Game Maker Language 2.0

SQL Data Management

HTML

Concept Design

.Net and C#

PROFESSIONAL SUMMARY

Mathematically educated and creative mind. Driven to create novel and captivating user experiences. Self taught coding during the 2020 pandemic and then pursued education and certification through The Tech Academy boot camp program. Works well in tandem with others and willing to lead. Has an unending thirst to learn and improve.

EDUCATION

Jul. 2021

Computer Science

- The Tech Academy - Portland, Oregon

Dec. 2020

Bachelor of Science: Mathematics

- Sacramento State University of California - Sacramento, California

Jun. 2014

Associate of Science: Psychology

- Folsom Lake College - Folsom, California