

Kainani Dowell

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EDUCATION

University of California, Los Angeles

Bachelor of Arts in Computer Science and Linguistics

Los Angeles, CA

Sep. 2023 – June 2026

EXPERIENCE

Coding Coach

The Coder School Pasadena

June 2022 – August 2022

Pasadena, CA

- Planned coding camps teaching up to ten kids over the course of one to two weeks
- Tutored students one-on-one, helping them understand basic to advanced coding procedures
- Worked with other tutors to create cohesive and easy to understand lesson plans

Game Jams

Independent

November 2021 - Present

Los Angeles, CA

- Participated in game jams, and submitted several independent video games to compete
- Worked with a deadline in mind and consistently delivered projects on time
- Created organizational systems to maintain clean and readable code throughout all of my projects

PROJECTS

Kitchen Mania | C#, Unity

May 2023

- Adopted the Unity Engine to create a complete game taking inspiration from the game *emphOvercooked*
- Implemented controller compatibility and a button mapping system through the menu screen
- Acquired competence in Object Oriented Programming principles with an emphasis on clean, reusable code

Augmento | GDscript, Godot

June 2022 - June 2023

- Utilized the Godot engine and GDscript language with Object Oriented Programming to develop a platformer
- Worked with and organized a team of three people to work efficiently and keep everyone on the same page
- Contributed thousands of lines of code and created sprites to display on-screen

Local Multiplayer Game | JavaScript

August 2022

- Utilized clean code principles, state machines, and logical statements to have a smoothly running game
- Implemented a hit-box system to interpret the position and states of the two players on screen

Chess | Python

January 2021

- Developed a chess player using nested arrays within Python
- Compiled a complex logical system to store and move chess pieces
- Wrote 1000+ lines of code, creating my own systems from scratch

Text Adventure | HTML, CSS, JavaScript

March 2020

- Created a completely randomized text adventure game, implementing a system of random room and layout generation
- Employed CSS and HTML for front-end development of the game's text console

COURSEWORK

Completed: Computer Science 31, AP Computer Science Principles, Biotechnology, Calculus 1, Calculus 2

Planned (1st Year): Computer Science 32, Computer Organization, Discrete Structures, Probability, Linguistics 20, Linguistics 102

TECHNICAL SKILLS

Languages: JavaScript (4 years), Python (4 years), HTML (4 years), CSS (4 years), C# (2 years), C++ (1 year), PHP (1 year), MySQL (1 year)

Other: Web Development (4 years), Unity Engine (2 years), Linux (1 year), Databases (1 year), Machine learning (1 year), Pose Net (1 year), Cryptography (1 year), Cyber Security (0.5 years)