Kevin Mowers

310-918-6330 • 4842 W 130th street • Hawthorne, CA 90250 • kevinravimowers@gmail.com

**EDUCATION**

**California State University Los Angeles** Cumulative GPA: 3.7

B.A. Computer Science Expected Completion: December 2016

**SKILLS and INTERESTS**

* iOS Developer, Mobile Full-stack Developer, Unity Game Developer
* Programming Languages: Swift iOS programming, C#, Java Script, Python, C++, Java, HTML5, CSS,
* Technologies: Github, Git, Tower, Xcode, Slack, Trello, Terminal, JSON, HTTP, Sockets, React, D3.js, Postman, Unity, Oculus Rift, MonoDevelop, Sublime, Eclipse
* UX/UI Philosophies and Design
* Computer Proficiency: Word, Excel, PowerPoint, Photoshop, Illustrator, Adobe InDesign, Adobe Live Cycle, Adobe Acrobat, Adobe Reader
* Languages: 4 years of Spanish in High School

**EXPERIENCE**

**Personal and University Projects**

* ***VLAD:MIR (Sept 2015-June 2016)*** – Project that takes downlink data from satellites and visually represents it on an interactive web interface to help satellite engineers resolve downlink malfunctions for DirecTV. The webpage frontend programming made in Javascript, HTML5, CSS using React, D3, Sublime.
* ***Kasper Seas (June 2015-Aug 2015)*** – Pirate Ship sea battle game made in C# using Unity and MonoDevelop.
* ***Lightshow Hero (June 2015-Aug 2015)*** – 3rd person creative game in which the player creates a light festival show to the beat of music made in C# using Unity and MonoDevelop
* ***Snow Day (Mar 2015-June 2015)*** – Penguin snowball fighting game made in python using pygame and eclipse.

**TotemV**

* ***DrewsList (Oct 2015-June 2016)*** – iOS application that empowers students to buy and sell text books by finding best price matches to save and make money made with Swift using Xcode. The backend was made in javascript using Heroku. The app is live in the app store.
* ***Foodtruckie Nation (May 2016-Sept 2016)*** – iOS mobile application that tracks and connects foodies to gourmet food trucks in Los Angeles using live geolocation services. Made with Swift using Xcode and other frameworks. The backend was made with APIs like Firebase and javascript. App is live on the app store.

**Contracts**

* ***PLUR VR (Jan 2016-May 2016)*** – 1st person experience where the player plays as a light engineer to create a light production of a music festival stage made in C# using Unity, MonoDevelop, and Oculus Rift
* ***Lookmachine (Sept 2014-July2015)*** – iOS application Startup, a platform of unique outfits that give people clothing inspiration by making everyone their own fashion model. Made

**Hackathons**

* ***Super Checkout VR (Oct 2016)*** – Virtual Reality shopping experience using HTC Vive, C# in Unity, and Ingenico’s financial API
* ***Stampet (Oct 2015)*** – Invisible stamp card iOS application built with Swift and Sense360 framework
* ***Aeoapp (Sept 2014)*** – Workout buddy connector iOS application built with Swift

**Sigma Nu Fraternity Inc.**

* ***President, Recorder, and Scholarship (June 2012-May 2016)*** – Responsible for 35 man fraternity at Cal State LA, acted as fraternity visionary, motivator, organizer, communicator with outside entities, campus and community leadership. Other duties listed on sigmanu.org.

**REFERENCES UPON REQUESTS**