Kenneth Munk

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Objective:

Results-driven professional seeking opportunities to contribute technical expertise and problem-solving skills to a software engineering team. Passionate about content delivery, data analytics, databases, and cross-platform development.

Skills:

Programming Languages: Python, C#, Java, JavaScript, SQL, C++, HTML, CSS, Bash, PowerShell

Frameworks: Node.js, Angular.js, React, React Native, Express.js

Tools: Git, DevOps, Agile, Scrum, Kanban, Linux, WinDBG, Process Debuggers, SCCM, WinPE

Projects:

- \*\*Project Dynamic Resume\*\*: An automated tool to tailor a master resume for specific job descriptions using language recognition.

- Technologies: React Native, Express.js, MongoDB

- Github link: [Private due to foreign developers seeking to copy product]

- \*\*Project Coinbase Bot\*\*: An automated system targeting profitable market movements for generating additional income. Utilizes a distributed micro-service architecture with a combination of local and cloud services.

- Technologies: MongoDB, Express.js, React Native, Chron.js, Microservices

- Github link: github.com/KenMunk/Project\_Coinbase\_Bot (Active Development)

- \*\*Class Assignment: CSC-155—Lab3—Lighting\*\*: Showcase of different lighting techniques, including shadow mapping, point lighting, lighting effects, fog, environment mapping, and composite textures.

- Technologies: Java, OpenGL, JOGL

- Github link: github.com/KenMunk/CSC-155--Lab3--Lighting (Complete)

- \*\*Project Cannon Ball Game Rev002\*\*: A revival of a party game concept where players operate cannon turrets to shoot a ball towards the opposing goal in a local split-screen environment. Utilized Unity 3D and C# for game development, along with automated testing, target tracking, and low-level AI for self-play.

- Technologies: Unity 3D, C#, Automated Testing, Target Tracking, Low-level AI

- Github link: [Private]

Work Experience:

IT Field Operations - University of San Francisco – Sacramento Branch – Sacramento, California

June 2022 to Present

Rebuilt branch campus operations for sustainability and troubleshooted software issues.

Automated repetitive tasks using ServiceNow and scripted tools to eliminate inefficiencies.

Implemented new solutions to improve reliability and inventory management.

IT Student Assistant - California State University Sacramento – Sacramento, California

November 2021 to June 2022

Conducted client interviews to understand needs and coordinated deployments.

Managed department tickets and maintained inventory levels with ServiceNow.

Developed scripted tools for accelerated tasks and efficient license conversions.

Validation Technician / Platform Replication Lead - Intel – Folsom, CA

October 2020 to August 2021

Built a culture of exploration and troubleshooting within the team.

Balanced workloads, identified hardware needs, and generated status reports.

Debugged software with winDBG, winSDK, event logs, and other tools.

Technician II - ReConext (formerly Teleplan International) – Roseville, CA

September 2018 to May 2020

Liaised with Cisco clients and prioritized end-of-chain-customer needs.

Researched technical documentation and developed tools to accelerate documentation process.

Education:

BS in Computer Science - California State University – Sacramento – Sacramento, CA

Anticipated Fall 2023

Coursework in Computer Science - Sierra College – Rocklin, CA

Coursework in Business Management - Chemeketa Community College – Salem, OR