

Kevin J. Costello

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Active Top Secret Clearance - Granted 03/2024

Software Engineer with 3+ years of experience creating Unity based IETMs to support government agency initiatives. Proven success in developing cutting-edge interactive training tools, streamlining complex software workflows, and delivering robust, user-focused solutions for government and military application.

PROFESSIONAL EXPERIENCE

SONALYSTS

Waterford, CT

Software Engineer

June 2021–Present

- Developed advanced 3D training simulations to educate Space Force cadets in orbital mechanics, satellite operation, and radar communications. Integrated real-time telemetry data for enhanced realism and learning capabilities.
- Created a gamified, cross-network simulation platform using the Unity Game Engine and PlayFab to educate users on orbital dynamics and extraplanetary craft operations.
- Built custom Unity tools and plugins in C# to expedite debugging, performance optimization, and asset creation across multiple projects.
- Contributed to 3D modeling, texturing, and programming a web-embedded Interactive Electronic Training Manual using Babylon, to enhance and expedite training of Air Force engineers in helicopter repair and maintenance.
- Worked closely with multiple cross-disciplinary teams, contributing to AGILE workflows through sprint planning, code reviews, and daily technical standups

TRAVELERS

Hartford, CT

Technology Intern

June 2019–August 2019

- Advance a MEAN stack application using Terraform to streamline the creation of AWS S3 buckets, improving cloud infrastructure integration across multiple departments.
- Prototyped and presented a sentiment analysis and visualization program to automate parsing and categorization of customer feedback.
- Enhanced internal and customer facing websites by implementing modern design principles and leveraging Bootstrap to improve usability, mobile compatibility, and visual appeal.

EDUCATION

MARIST COLLEGE

Poughkeepsie, NY

Bachelor of Science in Computer Science (*Cum Laude*)

May 2020

Majors: Computer Science and Game & Emerging Media

TECHNICAL SKILLS

Programming Languages: C#, Java, JavaScript, Python, HTML, CSS

Frameworks: PlayFab, Babylon, ThreeJS, Angular, Bootstrap, MongoDB, SQL, Pytorch

Development Tools: Unity Game Engine (PC, MAC, Android), Blender, Adobe Suite, Unreal

Project Management: Git, Github, Gitlab, Jira, Bitbucket, Sourcetree, Confluence

PERSONAL PROJECTS

- Utilizing Reinforcement Learning to teach AI how to beat Pokemon Red. Leveraging the PyBoy emulator to visualize and program the model in Python.