

Kevin Clarke

SOFTWARE DEVELOPER

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EMAIL kevinclarke@kevinclarke.net
LOCATION Peterborough, Ontario

EDUCATION

Trent University, BSc Honours in Computer Science, 2021

SIGNIFICANT PROJECTS

Growth and Yield Data Collection System

Ministry of Natural Resources and Forestry; Trent University, 2020-2021

Developed project objectives by gathering requirements through client meetings.
Designed Java data structures for form completion and validation.
Simplified future updates by designing and implementing a system to dynamically generate Java forms from JSON files.

LANGUAGES

Web Development

Experienced in HTML5, CSS, and JSON.

Familiar with PHP and Dart.

Some experience with Javascript and JQuery.

Database Programming

Experienced in MySQL and SQLite.

Familiar with PostgreSQL

Object Oriented Programming

Proficient in Java and C#.

Experienced in Python.

Procedural Programming

Proficient in C.

Experienced in C++.

Parallel Programming

Some experience with MPI and OpenMP.

SKILLS

Documentation

Able to read and create UML diagrams.

Able to write clear and concise documentation for source code.

Program Design

Experience with the use of design patterns.

Able to implement and utilize common data structures and algorithms for searching and sorting.

Project Management

Familiar with Agile, SCRUM, and PMBOK.

Experience with the requirements elicitation process.

Working knowledge of requirements gathering techniques.

Interpersonal

Able to clearly communicate ideas in an easily understood manner.

Able to work effectively in a team, delegating or taking on work as needed.

Experience leading and organizing client meetings.

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TECHNOLOGIES

- Android Studio
- Atom
- Eclipse IDE
- Git
- Google Workspace
 - Gmail
 - Google Docs
 - Google Drive
 - Google Sheets
 - Google Slides
- Flutter Toolkit
- IntelliJ IDEA
- Jira
- Linux Operating Systems
- Lucidchart
- Lucidpress
- Microsoft Office Suite
 - Microsoft Excel
 - Microsoft Powerpoint
 - Microsoft Word
- Microsoft Teams
- phpMyAdmin
- PuTTY
- Trello
- Unity Editor
- Visual Studio Community 2017
- Visual Studio Community 2019
- Windows 10

EXPERIENCE

GMTK Game Jam

Personal Project, June 2021

Created a short game over a 48-hour period in a team of 3 people using the Unity Editor.

Implemented character AI using C# and the Unity API.

Implemented player components using C# and the Unity API.

E-Book Online Library

Course Work, 2019

Designed and implemented a website using HTML5, CSS, and PHP.

Maintained a database of user accounts with MySQL and phpMyAdmin.

Provided feedback on user input using Javascript, resulting in a better user experience.

Stored user-uploaded files using MySQL and phpMyAdmin.

Improved user experience by implementing a search function with PHP.

Text-based Chat Application

Course Work, 2019

Designed and implemented a client-server architecture in C.

Checked for message transfer errors by implementing message acknowledgments and checksums, resulting in improved reliability.

Improved security by applying a cipher to message contents.

Restaurant Work

Pizza Factory, 2017 - 2021

Swiss Chalet, 2015 - 2017

Developed prioritization skills through working in a fast-paced environment.

Demonstrated communication skills by providing clear and concise explanations in a limited period of time.

Improved interpersonal and leadership skills by delegating work as needed.