

Kinsey Neas

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EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, ART MINOR

Trinity University

May 2025
San Antonio, TX

Coursework: Software Engineering, Databases, Algorithms, Data Abstraction, Computer Design, Functional Languages

Academic Awards: Trinity's Murchison Scholarship – \$30,000/yr, Trinity's Music Scholarship (Singing) – \$3,000/yr

EXPERIENCE

SOFTWARE ENGINEERING INTERN

USAA

Summer 2023
San Antonio, TX

- Adeptly navigated through diverse programming languages and intricate software structures, fostering an agile and collaborative environment within a dynamic team of 5 interns.
- Pursued automation efforts using Puppet and smoothly transitioned to IBM's Urban Code Deploy, orchestrating seamless server configurations and deployment of team code to pivotal development and testing servers.
- Pioneered the development of a React-based front-end application, initially using a JBoss API before migrating to SpringBoot 2.5 and then to Spring Boot 3.1, while actively managing CI/CD pipeline issues and utilizing Gitlab and Java.

ASSOCIATION FOR COMPUTING MACHINERY TUTOR

Trinity University

Fall 2022 - Present
San Antonio, TX

- Guide students through fundamental computer science concepts and enable their learning through collaborative problem solving on class assignments.
- Strengthening my understanding of back end computer programming by helping students debug, correct syntax errors, write test code, and solve logic problems.
- Tutor students using the following languages: Processing, Haskell, Python, C++, and Unity.

PROJECTS

NEXUS REGISTRATION APPLICATION

NodeJS Group Project

Spring 2023

- Led a group of 8 people through the end-to-end development of a user-centric web platform, addressing the limitations of Trinity University's current class registration system.
- Leveraged Node.js, Express, MongoDB with Mongoose ORM, and EJS templates, integrated secure data handling and encryption, and developed custom CSS for an intuitive and visually appealing front-end.
- Extensively documented the project, encompassing UI mockups, requirements specifications, deadline management, testing documents, and comprehensive user and developer manuals.

A SOLVER FOR CHECKERS

Haskell Group Project

Fall 2022

- Wrote a command-line solver using Haskell for the two-player game of perfect information Checkers.
- Created integrated functions to simplify complex algorithmic problems.
- Led a group of four developers by delegating tasks to all members, participating in collaborative programming, and facilitated code reviews.

SKILLS

Languages
Applications
Soft Skills

Proficient: C++, HTML, CSS, Haskell, Exposed to: Scala, Java, Javascript, Puppet
VSCode, Puppet, Urban Code Deploy, Artifactory, GitLab, Adobe Suite, Microsoft Suite
Team Communication, Project Organization, Adaptability, Creative Problem Solving, Enthusiasm