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# KION L. SMITH

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## OBJECTIVE

Software Developer looking for position in the field of software development. Recent college graduate with knowledge in various programming languages and an excellent work ethic, with a strong desire to develop my problem solving and professional skills.

## SKILLS

### LANGUAGES

- Java
- Dart - (Flutter)
- C#
- Python
- C/C++
- HTML and CSS
- JavaScript
- Shell Scripts
- R

### ENVIRONMENTS

- Windows
- macOS
- Ubuntu (Linux)
- Centos (Linux)
- Red Hat (Linux)

### OTHER SERVICES

- Kafka
- Redis

## EDUCATION

UNIVERSITY OF TEXAS AT DALLAS – BS COMPUTER SCIENCE

GRADUATED MAY 2020

THE WOODLANDS HIGH SCHOOL

GRADUATED 2016

## EXPERIENCE

### DISCOVERY MACHINE INC

JR SOFTWARE ENGINEER

SEPT 2020 - FEB 2022

- Maintained existing projects in Java and C#
- Created small scripts to optimize tasking with Python
- From customer requirements created a coaching agent for drone pilots using in-house programming language
- Created Dashboard in Flutter to display information about coaching agent and simulated scenario in real time

### FUJITSU NETWORK COMMUNICATIONS

SOFTWARE ENGINEER 1

FEB 2022 - PRESENT

- Maintain existing SDN controller and ROADM software in Java
- Worked on a python script to automate regression tests for existing features

## PROJECTS

### MUDFILTER CAKE REMOVAL APPLICATION

- Created a Python GUI application and Flutter website to help a user pick the best acid when drilling a well
- Python GUI application made with libraries TKinter and Pandas
- Flutter application made to emulate python version while also adding new features such as a login page

### MULTI PLATFORM LINEUP APPLICATION

- Flutter for Android and Windows app that keeps track of a users information for a video games
- Created native C++ plugin for Flutter for Windows that takes screenshots of a display using WinAPI
- User login and data implemented using Firebase Store (NoSQL), Firebase Storage, and Firebase Auth

### TETRIS GAME

- Recreated a Tetris game in C++ utilizing WinAPI to implement a text render
- Utilized Threads, Vectors and WinAPI data types to handle the game loop logic

### FIRST PERSON SHOOTING GAME

- Created a pseudo 3D shooting game utilizing the ray casting technique
- Implemented in C++ using modern OpenGL utilizing glm, glfw, and GLAD libraries

### CHATBOT

- Created an IRC bot with GUI interface that handles API calls for weather and news outlets
- Made in Java utilizing Sockets and Swing libraries
- Used PircBot (IRC Bot) and GSON (Googles JSON parser)