Kylie Roenigk

330-814-5486 | kylieroenigk@gmail.com | https://www.linkedin.com/in/kylie-roenigk

EDUCATION

Ohio University, Russ College of Engineering and Technology — Athens, Ohio

Bachelor of Science in Computer Science and Certification in Project Management

Expected Graduation: May 2027
Cumulative GPA: 4.0

EXPERIENCE

Ohio University (OIT), *Student Software Engineering Intern* — April 2024 – Present

Athens, Ohio

- Developed full-stack web applications using C++, JavaScript, and TypeScript.
- Designed backend features with Hapi, Joi, and Knex; implemented SQL-based data solutions.
- Enhanced debugging and unit testing using Node Testing and improved routing efficiency.

Ohio University (OIT), *Software Engineering Intern* — April 2025 – August 2025

Athens, Ohio

- Contributed to software upgrades and front-end development using Angular, Git, NPM, and VS Code.
- Collaborated in agile team meetings to solve technical issues and enhance existing systems.
- Utilized JIRA for task management and sprint tracking.
- Strengthened skills in debugging, communication, and project collaboration.

Woodridge Local Schools, *Technology Intern* — May 2021 – June 2023

Peninsula, Ohio

- Diagnosed and repaired over 100 Chromebooks, replacing screens, motherboards, and other components.
- Provided technical support across multiple school buildings for software and network issues.
- Contributed to large-scale district-wide tech deployments, improving IT response times.

Ohio University, *Computer Science Ambassador* — March 2025 – Present

Athens, Ohio

- Represented the Russ College of Engineering by leading tours, promoting programs to prospective students, and engaging with alumni and donors at campus events.
- Strengthened public speaking and networking skills through outreach, recruitment, and collaboration with university leadership

Projects

Virtual Reality Game, *Lead Developer* — January 2025 – May 2025

Athens, Ohio

- Led development of *Alchemy Artisans*, a Unity 3D VR game for Oculus featuring immersive object interaction and a handwritten crafting system.
- Implemented a tag-based item recognition system, automatic item respawns, and a player-driven crafting economy, enabling users to fulfill customer requests and earn in-game currency for shop purchases
- Coordinated a team of four throughout a semester-long project, delivering a fully integrated and showcased VR experience.

Custom Web App for Ohio University, *Lead Developer* — April 2025 – August 2025

Athens, Ohio

- Developed a responsive Custom Workload Estimator using TypeScript and Vite, allowing users to input tasks, customize categories, and calculate time commitments in real-time
- Deployed the app on GitHub Pages with a fast, single-page architecture optimized for usability and cross-device access

TECHNICAL SKILLS

Programming Languages: C/C++, Java, JavaScript, Python, TypeScript, C#
Web Development: HTML, CSS, Angular, Node.js, SQL, SQLite, RESTful APIs, Web Application Development
Tools & Frameworks: Git, VS Code, JIRA, NPM, Hapi, Joi, Knex
Software Engineering: Agile Development, Debugging, Troubleshooting, Software Upgrades, Node Testing, Database Design
Professional Skills: Project Management, Technical Communication, Team Collaboration, Task Delegation

HONORS AND AWARDS

- **Arnold Engineering Scholarship** (2023-2025)
- **Valedictorian**, Class of 2023 — Cuyahoga Falls, Ohio