Kyle Kovarik

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EDUCATION

University of Illinois at Urbana-Champaign **August 2017-May 2021(expected)**

Bachelor in Computer Engineering GPA: 3.63/4.00

- Engineering James Scholar Honors: Fall 2018, Spring 2019. Dean's List: Fall 2017, Spring 2018
- Relevant Coursework: Applied Parallel Programming, Computer Security I, Introduction to Algorithms & Models of Computation, Computer Systems Engineering, Artificial Intelligence, Introduction to Data Structures and Algorithms with C++, Probability with Engineering Applications, Digital Systems Laboratory, Computer Systems and Programming, Analog Signals and Systems, Fields and Waves I, Differential Equations, Linear Algebra

EXPERIENCE

Capital One **June 2020-August 2020**

Software Engineering Intern Virtual

- Contributed to an iOS SDK used for validating device and application integrity in order to allow authentication to Capital One's internal APIs
- Led the development of UI tools to enable testing from a vendor perspective, giving developers the ability to masquerade as different clients and new options for debugging network failures. Utilized preprocessor flags to control the delivery of debug-only features
- Present research findings on topics such as Kotlin Multiplatform and product documentation improvements. Routinely met with iOS tech lead to discuss technical architecture
- Communicated daily with team members to discuss project updates and set goals using the Agile Methodology

Brunswick I-Jet Labs **May 2019-August 2019**

Software Intern Urbana-Champaign, IL

- Developed an iOS app using Swift, XCode, and custom APIs that helps people find and rent boats in real-time and connect with other users to plan boating trips
- Partnered with employees of another company to develop and test a VR boat safety training application on the Oculus Quest
- Improved an Andriod application, using Java, for Life Fitness treadmills that would gather data from the user's workout session and provide recommendations to help them reach their fitness goals
- Communicated with and provided key project details to corporate-level engineers and executives

Web Controlled Lights **August 2019-Current**

Personal Project

- Created a Raspberry Pi application, using Python, that allows the user control over an LED light strip with their phone or computer
- Built a website using the Django Web Framework, HTML, Javascript, and Python which was used to send commands to the light strip over the internet
- Ported animations from my Music Reactive Lights project from C/C++ to Python

Music Reactive Lights **July 2018-September 2018**

Personal Project

- Designed and built a device that determines the beat of a song and generates a random, in sync animations on an LED light strip, using knowledge in C/C++, circuitry, and single-board computers
- Analyzed the device's hardware and software to increase functionality and reliability

ACTIVITIES

Illini Solar Car **August 2018-November 2018**

Electrical Engineering Team Member Urbana-Champaign, IL

SKILLS

LANGUAGES: Swift, Python, C, C++, C#, Java, HTML, Javascript, CSS, SystemVerilog, Kotlin

OTHER: Github, FPGA Design, Django Web Framework, Restful APIs, Single Board Computers (Raspberry Pi/Arduino), Windows, Linux, macOS, jQuery, Flask, Unity Game Engine, Agile Methodology, CUDA