

Kyle Kovarik

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EDUCATION

University of Illinois at Urbana-Champaign

August 2017-May 2021(expected)

Bachelor in Computer Engineering

GPA: 3.62/4.00

- 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, Introduction to Electronics

EXPERIENCE

Capital One

June 2020-August 2020

Software Engineering Intern

Virtual

- Contributed to an iOS SDK used for access control to Capital One APIs by validating that the application is genuine and the device has not been tampered with
- Led the development of UI tools to enable testing from a vendor-perspective: masquerading as different clients and options for debugging network failures. Utilized preprocessor flags to control the delivery of debug-only features
- Held meetings with upper-level associates to present research findings on topics such as Kotlin Multiplatform and possible improvements to product documentation as well as meetings 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 Android 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
- Collaborated closely a team of software developers to complete the greatest amount of software projects in I-Jet Labs' history

Web Controlled Lights

August 2019-Current

Personal Project

- Created a Raspberry Pi application, utilizing Python, that allows the user control over an LED light strip with their phone or computer, via a website created using the Django Web Framework, HTML, Javascript, and Python
- 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

IDEs: XCode, Android Studio, Eclipse, Atom, Jupyter Notebook, Visual Studio

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