Kyle Dobyns

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EDUCATION

University of Washington Bothell **Expected Fall, 2025**
Bachelor of Science, Computer Science & Software Engineering *Bothell, WA*

- **Current GPA, 4.0**
- **Relevant Coursework:** Data Structures & Algorithms I, Data Structures & Algorithms II, Computer Programming I, Computer Programming II, Software Engineering, Cybersecurity & Data Assurance

Shoreline Community College **August, 2023**
Associate of Arts, Direct Transfer Agreement *Shoreline, WA*

- **GPA, 3.9**: Graduated with honors.

Shoreline Community College **March, 2016**
Associate of Applied Arts & Sciences, Honda Automotive *Shoreline, WA*

- **GPA, 3.9:** Graduated with honors.

TECHNICAL SKILLS

- **Problem Solving:** Over a decade of experience addressing complex, safety-critical challenges in a professional setting, showcasing advanced analytical and resolution skills.
- **Languages:** Proficient in C++ and Java with a strong foundation in Object-Oriented Design principles; additional practical exposure to Python.
- **Data Structures and Algorithms:** Developed and optimized core data structures (graphs, trees, maps) and algorithms (search, sort, merge) in Java and C++, enhancing system performance and computational efficiency.
- **Complexity Analysis:** Deep understanding of algorithmic time and space complexity, enabling efficient code optimizations.
- **Debugging:** Solid grasp of debugging techniques, ensuring thorough error identification and resolution.
- **Unit Testing:** Skilled in crafting and conducting unit tests to verify code reliability and functionality, utilizing TDD methodologies with JUnit and Google Test frameworks.
- **Version Control:** Proficient in using Git/GitHub for version control, emphasizing the critical role of effective source management in software development.
- **Linux:** Experienced in remote development on Linux platforms, enhancing operational efficiency and cross-platform compatibility.

PROJECTS

- **Butterfly Game:** Developed a Java-based graphical user interface for the "Butterfly Game," leveraging Object-Oriented Design to enhance gameplay and user interaction.
- **Finite State Machine Simulator:** Engineered a C++ simulator for Finite State Machines (FSMs) that automates input parsing and processing, showcasing expertise in automata theory and event-driven programming.
- **Sudoku Solver:** Implemented a recursive Sudoku solver in both C++ and Java using Object-Oriented Design, optimizing puzzle-solving efficiency and algorithmic accuracy.

WORK EXPERIENCE

Lynwood Honda **April. 2014 – Present**
Master Technician *Edmonds, WA*

- Conduct advanced diagnostics on vehicle safety-critical systems, meticulously analyzing data within interconnected networks to ensure accuracy and enhance productivity.
- Oversee the updates of vehicle software systems post-launch, ensuring seamless integration and functionality.