

Kyle Tomlin O'Dore

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Experience

STUDENT DEVELOPER – APPLIED PHYSICS LAB @ UW

MARCH 2020 – PRESENT

Seattle, WA, USA

- Working on PPUp, a port power status website built with PHP, Python, and a MariaDB and MySQL backend. The website allows scientists at sea to check the status of ports before removing instrumentation that are all located underwater off the coast of Washington and Oregon.
- Built website to be secure and redundant so that the information provided is up to date and that there are multiple methods of confirming the data is valid.
- At sea the scientists have a data limit per day. Data is therefore presented in table form that will only load specific nodes and instruments to reduce the amount of data required to retrieve information. For a more complete overview, a view of static images of the graphs were created to reduce the need to refresh or pull raw data.
- Queries to the database of readings were optimized so that table loading takes no longer than one second to retrieve data, and the image generation for the entire instrument network runs in under 5 seconds. The images are updated once every 5 minutes to balance data consumption with the continued validity of the data.

SOFTWARE ENGINEERING INTERN – MGM TECHNOLOGY PARTNERS GMBH

JUNE 2019 – SEPTEMBER 2019

Đà Nẵng, Việt Nam

- Worked on mgm-tp's internal project "Timension." a time/project/employee management product for all 700+ employees to use in the nearby future. Participated in daily SCRUM meetings, sprint planning, estimations, and retrospectives.
- Primarily backend developer utilizing Java Spring Boot, in addition to JPARepository for ORM, and a Liquibase-Postgres database; also worked on the frontend with NodeJS and React Typescript, utilizing AxiosJS for HTTP requests to connect the features that were developed.
- Implemented a report page to allow certain users to view who in their project had not closed their monthly time-bookings yet. Also partook in data migration and production talks to ensure GDPR requirements were being maintained as well as road mapping future plans for the product.
- Utilized Gerrit in addition to Git for code review and VCS management.

SOFTWARE ENGINEERING INTERN – FPT USA CORP.

JUNE 2018 – SEPTEMBER 2018

Seattle, WA, USA

- Designed, presented and got buy off from Project Manager, Lead Developer and rest of team of a new design for an existing NodeJS based WebApp.
- Implemented the UX of the new design including changes to the menu, header and general style, layout and functionality of the app. Responsible for full-stack development, from designing to bug tracking.
- Participated in daily SCRUM meetings and gained experience and familiarity in the SCRUM, SAFe and Agile processes.
- Strengthened knowledge of Javascript, CSS and NodeJS related templates, frameworks and libraries such as Pug/Jade, Express, Underscore, JQuery and Bootstrap. Increased experience with GitLab and Microsoft's Azure Cloud Computing Service for source control and product development. Worked with unfamiliar code to understand the underlying functions of the WebApp and JSON and XML data to be able to expand and modify old design and functionality of the WebApp.
- Laid the frontend groundwork for future updates to link to a backend API that was under production during the internship, increasing the responsiveness and speed of the WebApp through lazy loading.

Education

UNIVERSITY OF BOTHELL (CLASS OF 2021) – BOTHELL, WASHINGTON

MARCH 2020 - PRESENT

Bachelors of Science

- Major: Computer Science and Software Engineering
- Related coursework: 3.9 in CSS 342 (Data Structures, Algorithms, and Discrete Math I in C++), 3.8 in CSS 360 (Software Engineering), 3.7 in CSS 301 (Technical Writing). Current GPA: 3.51

UNIVERSITY OF WASHINGTON (CLASS OF 2021) – SEATTLE, WASHINGTON

SEPTEMBER 2017 – MARCH 2020

Bachelors of Science

- Major: Applied Physics
- Related coursework: CSE 142, 143 (Introduction to Java Programming I, II), 3.5 in CSE 414 (Databases), 4.0 in COM 200 (Introduction to Communication), 3.5 in MATH 125 (Calculus II), 4.0 in English 297 (Advanced Composition). Current GPA: 3.46

Projects

DURN-BUS-AWAY

- Built an app using Electron and OneBusAway's API for use with a Raspberry Pi and TFT screen to constantly display bus times for a specific stop.

- Used JavaScript, HTML and SASS for the function, structure and design of the application.
- Used Electron-Build for building and packaging the final application.

Skills & Awards

PROGRAMMING SKILLS

- Self-taught/Experience with HTML, CSS, SCSS, JavaScript, Node.js, Express, Pug, React, TypeScript, Java, C++, Spring Boot, Python, PHP and experimented with Ruby and Ruby on Rails.
- Familiar with Azure and AWS, Git Source Control, Gerrit, Jira, Jenkins, and Eclipse, Visual Studio (Code) and IntelliJ.
- Databases class on Amazon ec2, SQL Server (with Azure), SQLite, SQL, SQL++, Relational Databases, schema, logical, and physical design and building efficient and optimal database systems (CSE 414 at the University of Washington). MySQL and MariaDB experience through work at the Applied Physics Lab at UW.
- MatLab (AMATH 301), prior experience with R (STAT 311).

LEADERSHIP

- Swim Team Captain (4 years), Volleyball Team Captain (2 years), Self-Created Tech-Based Service Group Leader (2 years), Student Representative Council Executive (2 years, Activities Coordinator then President), Operation Smile (2 years, Vice then Group Leader for school chapter), Facilitator for UniteUW (2 times).

References available upon request