

Kyle Tomlin O'Dore

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Experience

TRACK ENGINEER – JAVA DEVELOPER – GENERAL MOTORS INC.

JULY 2021 – PRESENT

Warren, MI, USA

- Backend Java Developer on the Notification Platform 2.0 tester microservices
- Working in Java with Spring and Apache Kafka Topics to develop a microservice dedicated to testing the Notification Platform microservices on a schedule.
- Implemented testing scenarios from end-to-end, and will be working on the steps needed to run the test suite on a schedule with a system to notify through email if test cases fail.

STUDENT DEVELOPER – APPLIED PHYSICS LAB @ UW

MARCH 2020 – JUNE 2021

Seattle, WA, USA

- Student developer for Ocean Observatories Initiative, an initiative within the National Science Foundation that handles ocean observing instruments and equipment throughout the Atlantic and Pacific Ocean.
- Created a port power status website (PPUp) for scientists at sea which enables them to check the status of undersea equipment ports prior to mounting/dismounting sensitive instruments or sensors.
- Utilized common design patterns to optimize database queries, such as temporary table views and table joins to reduce table loading below one second when retrieving data and below 5 seconds for generating overview images of the network.

SOFTWARE ENGINEERING INTERN – MGM TECHNOLOGY PARTNERS GMBH

JUNE 2019 – SEPTEMBER 2019

Đà Nẵng, Việt Nam

- Worked as a fullstack developer on mgm-tp's internal project "Timension:" a human resources/company management system which handles 700+ employees.
- Developed a report page to give managers an overview of the ticket progress for an employee to bill customers accurately for time spent.
- Created data validation, with regression testing, for dates and employee information.

Education

B.S. COMPUTER SCIENCE AND SOFTWARE ENGINEERING

MARCH 2020 – GRADUATING JUNE 2021

University of Washington Bothell - Bothell, Washington

Cumulative GPA: 3.58, In-Major GPA: 3.88

- **Notable Coursework:** CSS 310 (Information Assurance and Cybersecurity), 370 (Analysis & Design), 430 (Operating Systems), 422 (Hardware and Computer Organization), 432 (Networking), and 480 (Human Computer Interaction), and CSE 414 (Databases). In-Progress classes, CSS 427 (Intro to Embedded Systems) and 434 (Parallel & Distributed Computing).

Projects

- **HuskyMaps:** A program akin to Google Maps. Designed and implemented a min-heap, which then was used to implement an A* Search algorithm. Finally, a self-implemented k-d tree was employed to generate the shortest path between two spots on the map, this k-d tree utilized the previously implemented A* Search algorithm.
- **Blockbuster:** Designed a program, utilizing Unified Modeling Language that simulates movie store business operations. Implemented a hashtable to store customer data and created a custom Binary Search Tree to store movies.
- **kyleodore.dev:** My personal responsive website documenting my experience and projects that is portable across multiple devices. Designed following standards outlined in Google's Material Design Language to look great on any size device.
- **Durn Bus Away:** An application built using Electron for RaspberryPis with attached screens that will display times for incoming busses to a defined bus stop.

Skills

LANGUAGES AND TECHNOLOGIES

- HTML, CSS, SCSS, JavaScript, jQuery, Node.js, Express, React, TypeScript, Java, C++, Spring Boot, Junit, PHP, Bash, Python, Pug, MatLab, R.
- Git, Gerrit, Eclipse, Visual Studio (Code) and IntelliJ, Azure, AWS, Jira, Jenkins.
- Amazon EC2, SQL Server (with Azure), SQLite, SQL, SQL++, MariaDB, MySQL.
- Able to speak **English (Native Speaker)** and **Vietnamese (Professional Level)**.

ORGANIZED INTERESTS

- Facilitator for UniteUW (2 times, 6 months in total), Right/Left side hitter for UW Club Volleyball, C and B team (2 years).

References available upon request