Kyle Tomlin O'Dore

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Experience

STUDENT DEVELOPER – APPLIED PHYSICS LAB @ UW **MARCH 2020 – PRESENT**
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.

SOFTWARE ENGINEERING INTERN – FPT USA CORP. **JUNE 2018 – SEPTEMBER 2018**
Seattle, WA, USA

· Frontend developer on FPT USA Corp.'s Compliance and Analytics team for Boeing.

· Designed and presented a new UX and UI for an existing software compliance web app which tracks company devices that have out of date software. Grouped scattered features and introduced quality of life improvements for input fields, including auto-complete and new search types such as software version or device type.

· Developed a frontend interface to function with a work-in-progress backend API that would increase the responsiveness and speed of the web app through lazy loading.

Education

B.S. COMPUTER SCIENCE AND SOFTWARE ENGINEERING **MARCH 2020 – JUNE 2021**
University of Washington Bothell - *Bothell, Washington* **Cumulative GPA: 3.54, In-Major GPA: 3.80**

· **Notable Coursework:** CSS 310 (Information Assurance and Cybersecurity), and 480 (Human Computer Interaction), and CSE 414 (Databases).

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 looks great on any size device. The design is based on Google's Material design language.

· **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** and **Vietnamese.**

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