Kyle Swensson

Software Developer

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kyleswensson.github.io

github.com/kyleswensson

WORK EXPERIENCE

Co-op Software Engineer
Jostle

04/2018 – 08/2018

Achievements/Tasks

- Developed features and fixed bugs in the front-end of a RESTful web application using Javascript and Java with GWT
- Used MySQL to mimic customer database conditions to reproduce and better understand bugs
- Refactored CSS to standardize styling (e.g colors and spacing) between different areas of the application
- Utilized a code generator to distribute a single definition of our preset colors to all parts of the codebase, removing duplication and allowing us to painlessly update colors across the application
- Designed and implemented a system to make applying customer-customizable colors to elements simpler, and reduce potential for developers to accidentally prevent elements from being customizable

Junior Software Engineer
Tasktop Technologies

01/2017 – 08/2017

Achievements/Tasks

- Developed features and resolved defects in the front-end (Javascript with AngularJS) and back-end (Java) of a RESTful web application
- Worked with a variety of technologies including SQL, File I/O using JSON, Scripting with Batch/Shell files, and Keycloak
- Developed the majority of many project features, including an interface to save & upload a security certificate, and a multi-step modal interface to upload and import data from a JSON file
- Participated in an agile work environment with daily standups and a Kanban board
- Participated in an extensive code review system, both receiving reviews and reviewing others' code

TECHNICAL SKILLS

Languages

Proficient with Java, C#, C++, Javascript, HTML, CSS, and SQL Familiar with C, Ruby, Visual Basic, and Assembly

Libraries/Frameworks

Proficient with AngularJS, jQuery, Bootstrap, and GWT

Tools

Proficient with JIRA, Trello, Figma, MySQL, VirtualBox, and Unity

Systems

Familiar with Git, Bash, Node.js, Docker, and Jenkins

EDUCATION

Bachelor of Science in Computer Science
University of British Columbia, Vancouver

08/2014 – 05/2019 *GPA: 79%*

SELECTED PROJECTS

Lumin (01/2019 – 04/2019)

- 2D Puzzle Platformer where the player constantly radiates light, and interacts with things by illuminating them instead of actually touching them
- Developed with a team of 5 as a full-term class project, in C++ using OpenGL with no external libraries
- Developed the physics engine and collision detection for characters with walls
- Developed many other smaller features like rudimentary AI for fireflies to swarm to the player's light, and moving platforms that can carry the player on top of them
- Designed many of the game's levels

UBC Mentorship App (01/2019 – 04/2019)

- Brainstormed an idea for an app, ran a field study to assess the potential app's viability, developed prototypes of the app and finally ran experiments on those prototypes for a UX & UI design course at UBC
- Teamed up with another team member to create two low-fidelity prototypes of the app in Figma
- Developed medium-fidelity prototypes of based on the two low-fidelity ones using Javascript, HTML, CSS and Bootstrap
- Helped run experiments on potential users to evaluate which of the two approaches was better, and what could be improved

Portfolio Website - Kyleswensson.github.io (03/2019)

- Personal website designed to give a brief overview of my skills and experience, and provide means for contacting me
- Mocked up pages in Figma before actually making them in HTML
- Created the site from scratch using HTML, CSS, and Javascript with jQuery
- Utilized CSS and Javascript transitions to cleanly transition between pages of the site

Pac-Maps (02/2016)

- Android app designed to make running more exciting and engaging by making runs into Pac-man style games. Pellets and ghosts show up on a map of your location, and you have to go places in real life to move your marker on the map to collect the pellets and escape ghosts
- Developed in Java with a team of 4 for NWHacks
- Used the Google Maps API to display a local map with pellets, ghosts, and an icon at the player's location
- Implemented player tracking, AI, and hit detection for ghosts and pellets

Drop (10/2015 – 09/2017)

- 2D Action Platformer with procedurally generated, winding levels and a variety of enemies & bosses
- Developed independently in Java using the LibGDX game library
- Designed complex procedural dungeon generation to create variety on every playthrough
- Developed AI for various enemies to overcome obstacles, as well as chase and attack player
- Implemented platforming physics and collision detection without the use of a premade physics engine