Kyle Swenson

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Education

September 2014 - May 2018

University of British Columbia – *Bachelor of Science in Computer Science*

GPA: 74%

Skills

Programming languages

- Proficient with Java, C#, Actionscript, HTML and CSS.
- Familiar with C++, DrRacket, Visual Basic and C.

Tools and Systems

- Familiar with Git, Linux Command Line, libGDX and XNA.

Programming Experience

Games for Children

- Created small educational games during high-school computer science program which were presented to elementary schoolers every year to help increase awareness about computer science and provide an engaging method of learning.
- Games created using ActionScript 3 and Adobe Flash

Course Experience in the University of British Columbia

- Completed CPSC 110, learned Racket, a procedural language in the Lisp family. Learned about basic structures, good programming practices and recursion.
- Completed CPSC 121, learned proofs, propositional logic, general computer logic and how to work with and design basic circuits.
- Completed CPSC 210, learned Java and used Java to explore proper programming practices, how to manage coupling and cohesion, and how to implement some common design patterns.
- In the process of completing CPSC 213, a course which utilizes C to learn about computer memory.

Achievements and Activities

- **Best in class** in Computer Science Vocational Tech program at Plymouth South High School *(2014)*

- Member of the UBC AMS Game Development Association *(2015-present)*

Projects

Portfolio webpage

A website highlighting my talents, creations, and aspirations. Created using HTML and CSS. Domain: Swensson.me

ActionScript Projects

A group of small games developed using Adobe Flash and Actionscript 3.0 throughout high-school and early university. Many are education focused as they were designed to be presented to elementary schoolers as aids in learning math and science. More info at swensson.me/projects.html.

Jewel Matching

A match-3 game created in C# using the XNA library. Downloadable and playable on github at https://github.com/KyleSwensson/JewelMatch.

Java Platformer

An extensive, procedurally generated platformer made using Java with the libGDX library. Currently still in development. Current build and source downloadable at https://github.com/KyleSwensson/shooting-platformer.

Mind The Gap

During a university course worked extensively on a project called Mind The Gap, an app which allowed subway users in London to find the closest station to them and told them the times of the soonest arrivals and their directions. The project entailed parsing information from JSON files provided by TFL, and developing a user interface for android.