Kyle Ward

(336) 340-2284

kward60@uncc.edu

https://github.com/KyleWard0525

EDUCATION

University of North Carolina at Charlotte. Charlotte, North Carolina

Pursuing a Bachelor and Master of Science in Computer Science with a concentration in AI, Robotics, and Gaming. With a minor in Computer Engineering.

Expected Graduation Date: **May 2022**

SKILLS

- Experienced in software design and optimization, project management, and teaching
- Proficient in Git, Python, C/C++, C#, Java, HTML/CSS, VHDL, JavaScript, MATLAB
- Skilled in developing evolution-based Artificial Intelligence models
- Educated in hardware design, implementation, circuit design, and ARM assembly

Experience

Software Engineer Intern. *Toyota Racing Development* (May 2021 – Aug. 2021)

- Designed and built a more robust software solution based upon an existing platform
- Worked with a team of engineers to integrate the new software design into an established software application
- Create and taught a programming course for Senior Engineer(s)

Software Developer, *UNC Charlotte* (February 2021 – May 2021)

- Analyzed effectiveness and accuracy of a specific software tool
- Provided consultation to project managers on existing software solutions
- Initiated the design and creation of a new, more efficient software tool

Teaching Assistant, *UNC Charlotte* (January 2020 - Present)

- Performed academic tutoring for ITCS-1212/1213 (Intro to Computer Science I & II)
- Developed software to help grade over 100+ student projects
- Conceptualized hierarchical code repository to help engage students (See **Projects**)

Projects

Student Code Repository (Sept. 2020 – Jan. 2021)

- Built with Java. Problems separated into 5 difficulties ranging from Easy to Master
- The goal of this project is to provide passionate students with extracurricular coding problems to help them refine their skills and build excitement with sneak peeks into what's to come as they advance in their CS careers
- Another purpose is to introduce students to the basics of version control and Git

Tag AI (November 2019)

- Projects pits 2 intelligent agents against each other in a game of Tag
- Agents are trained using a NEAT network. The longer the agents trained the more complex and efficient their strategies became.
- Agents learned to exploit the random generation of obstacles in order to trap the other