

Kyle W. Barnett

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EDUCATION

University of North Florida, Jacksonville, FL (August 2023 – Present)

Senior currently working toward bachelor's degree in Information Science with a minor in Leadership – Dean's List Recipient

Upsilon Pi Epsilon, the International Honor Society of Computing

Florida State College at Jacksonville, Jacksonville, FL (January 2023 – August 2023)

Completed AA Degree

Florida Polytechnic University, Lakeland, FL (August 2022 – December 2022)

Florida State College at Jacksonville, Jacksonville, FL (August 2020 -July 2022)

SKILLS

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| UNF Cyber Security Team | Python/Java/Java Script/C/C#/HTML | Game Development/Level Design |
| Technical Support (Win/Mac/Linux) | Patch Management | Computer Building |
| Leadership Skills – Eagle Scout | FDM 3D Printing | Front End/Back End Development |

UNF Cyber Security Team (2024 - present)

Web Specialist and Window Specialist

- Competitive Travel Team
- Attend daily team practices to optimize methodologies to solve complex security use cases
- Attend lectures by Global Security Experts

EXPERIENCE

Technology Services - Personal Business (2019 - present)

Tech Enthusiast (helping local residents with various computer needs)

- Perform computer migrations and conduct multiple software upgrades
- Assist clients in data entry projects and network management

Florida Polytechnic University S.I.M Lab (Simulation Instruction and Multimedia Lab) (August 2022 – December 2022)

S.I.M. Lab Student Worker

- Asset Management, Managed Motion Capture Capabilities, Created video game for Game Expo

Wired Works (Network and Audio Visual) (April 2021 – September 2021) Summer work prior to starting college.

Assistant Audio-Visual Installer

- Installed multiple internet networks for businesses and homes
- Created smart homes by programming automation devices such as Alexa and Sonos to interact multiple devices in a location.

PROJECTS

Skyblivion (Game Development) Global Project (March 2021 – August 2022)

Interior Level Designer

- Worked with a Global development team to complete 11 elaborate interiors
- Tested experimental workloads to move the Skyblivion project to the cloud
- Mentor new member of the project to help ensure their early success

EXTRACURRICULAR ACTIVITIES

Dungeons & Dragons Game Master (2024 – Present)

- Plan and run meetings, conduct long term research to creatively design game experience
- Developing Social skills, resolving conflict, motivating others, leadership skills, adaptability, problem solving, collaboration, communication, and team building

Eagle Scout – Charlotte, NC and Ponte Vedra Beach FL (August 2009 – March 2021)

- Several Positions of Responsibility within the Troop: Den Chief, Historian, Web Master, Sr Patrol Leader (SPL), Asst SPL, Order of the Arrow Representative, and Junior Assistant Scout Master
- Attended National Youth Leadership Training (NYLT) and became an instructor
- Utilize the EDGE methodology (Educate, Demonstrate, Guide, and Enable)