

# Khadar Coleman

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## OBJECTIVE

Exploring full-time software engineering positions that prioritize self-growth and community impact.

## EXPERIENCE

### U.S. ARMY RESERVES *IT Specialist*

Fall 2022 - Present

- Managed systems security and network communications for government devices, utilizing programs such as Wireshark and Microsoft Purview.
- Managed and secured databases such as eMILPO and JAGCNET to support essential military functions.
- Analyzed and resolved technical errors.
- Monitored and resolved system vulnerabilities on government devices.

### STORMSTRIKE STUDIOS LLC *Founder*

Fall 2022 - Present

- Developed 2 shipped computer games on itch.io using Godot and GDScript.
- Developing Tic-Tac-Boom, a mobile roguelike for Android and IOS, using Unity C# and .NET.
- Developing Glorify, an MMORPG using Unity C#, Lua, .NET, and Fishnetworking.

### BOSNAN FINANCIAL *IT Specialist*

Winter 2022

- Encrypted computers containing insurance related PII.
- Managed hardware and systems for Network Assisted Storage.
- Created automated email and text messaging systems using Python.

### U.S. ARMY Fort Bliss, Texas *Paralegal Specialist & Court Reporter*

Summer 2019 - Fall 2022

- Legal professional for 1 AD and Fort Bliss, Texas.
- Received and processed military legal actions across multiple teams.
- Used Word, PDF, Excel, OneDrive, Sharepoint, Outlook, and Audio Capture and Editing software.

## EDUCATION

### MOREHOUSE COLLEGE GPA: 3.85 / 4.0 *Computer Science Major*

Aug 2022 - May 2026

- Contributed in creating a supercomputer with Morehouse's High Performance Computing (HPC) team.
- Tutored Programming I and II students.
- Assisted with assignments, debugged code, provided resources for better understanding course material.

## PROJECTS

### GLORIFY *Game Development*

Fall 2023 - Present

- Developed a Massively Multiplayer Online Role-Playing Game (MMORPG).
- Utilized Unity 3D (Engine), C# (Programming Language), Lua (Scripting Language), .NET Framework, Fishnetworking (Netcode), Edgegap (Server Hosting), ChatGPT (Development Aide).
- Built my own Server Authoritative infrastructure, with Server-API-Client communication.

**TIC-TAC-BOOM** *Game Development*

Winter 2022 - Present

- Building a roguelike video game for mobile devices that combines aspects of Tic-Tac-Toe and Bomberman.
- Developing game using Unity 2D (C#) and Photoshop.

**TIMELY TOPICS** *Full Stack Web Development*

Spring 2023

- Created a web app in which users can receive their local news, as well as their friends' and families'.
- Finalist award in Google's HBCU Search 2023 Hackathon.
- Developed app using Python, React JS, and Selenium.

**ECOLOLOCATION** *Full Stack Web Development*

Fall 2022

- Created a web app where students, educators, and government officials leading environmental efforts could connect and share opportunities.
- HPC Impact Award winner at SC22's HPC In The City: Dallas Hackathon.
- Developed app using Node JS, React JS, and XAMPP (MySQL & PHP). Hosted on Google Cloud Linux VM.

**ADDITIONAL INFORMATION**

**U.S. ARMY AWARDS** *2x Army Achievement Medals, Army Good Conduct Medal, National Defense Service Medal, Global War on Terrorism Medal, Humanitarian Service Medal, Army Service Ribbon*

**PROFICIENCIES** *C++ (High), C# (High), Python (High), Javascript (Mid), HTML (Mid), CSS (Mid), Swift (Mid), SQL (Mid), PHP (Mid), Java (Mid)*