Kyle Flores
FULL STACK SOFTWARE ENGINEER

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Experienced in a wide range of skills including:

Javascript, Java, Python, C++, C#, English, SQL, PostgresQL**,** Flask, Express, Node.js, React, npm, nvm, PostgreSQL, Docker, Git, AWS, SQLAlchemy, Alembic, Postman, Mocha, Chai**,** Pair Programming, Test-Driven Development (TDD), Object-Oriented Programming (OOP)

PROJECT EXPERIENCE

ELot >> Flask, React, Docker, AWS, Redux   [**GitHub**](#) **>** [**Live**](#)
- Designed schema for products, articles, reviews, and transactions to create a storefront/social site to share and sell the latest game releases.
- Stored images for products and articles using AWS to prevent removed image errors
- Designed a user profile page using React and Redux to see their products, articles, average rating as a seller, and reviews that have been made by the user from a Flask backend.
- Designed a dummy shipping system using datetime with sqlalchemy and base python to check current server time since the last update, to simulate a processed, shipped, and delivered package, to show multiple states of the website.

HeapLeak >> Flask, React, Redux, Docker   [**GitHub**](#) **>** [**Live**](#)
- Designed the backend models and framework, to allow data to be sent from the Flask backend to the React frontend.
- Implemented a system to track tags being checked for a post when making a new question in React and if the tags are already applied to a question when updating to make sure it is dynamically tracked for sending data to the flask backend api.
- Designed search bar, popular questions, and tag filters for searching and finding questions on the website in the React frontend.

Spaceholder >> Unity, OpenXR   [**GitHub**](#) **>** [**Live**](#)
- Designed AI and tracking to chase and target the player's center of mass in Unity C# supplemented by AStar AI navigation.
- Modified AStar to create procedural navmesh maps as the game runs and new levels are generated procedurally.
- Implemented a hitbox system in Unity C# to allow players to move and dodge bullets fired at them by the AI.
- Designed a voiceover by modifying recorded audio in audacity and timing it to OpenXR interaction events system to allow tutorials when a player picks up a new weapon type.
- Implemented a two hand weapon system in OpenXR to allow players to have an easier time aiming larger weapons.
- Presented at Pax East 2023 on the main show floor at a booth owned by my college.

EDUCATION

APP ACADEMY >> Full Stack Web Development   **Completed August 2024**

CLARK UNIVERSITY >> *Master of Fine Arts in Interactive Media* **>>** Worcester, MA   **Completed May 2023**

BECKER COLLEGE, CLARK UNIVERSITY >> *Bachelor of Fine Arts in Interactive Media* **>>** Worcester, MA   **Completed May 2022**