# 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                                                    [GitHub](#)  >  [Live](#)
- Designed schema for products, articles, reviews, and transactions to create a storefront/social site to share and sell the latest game releases.
- Used AWS to allow three images for a product and one per an article to be stored at a reliable source in aws to prevent removed image errors in the foreseeable future.
- Designed a user profile page to see their products, articles, average rating as a seller, and reviews that have been made by the user.
- Designed a dummy shipping system, to simulate a processed, shipped, and delivered package, to show multiple states of the website.

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

**Spaceholder  >>**  Unity, OpenXR                                                    [GitHub](#)  >  [Live](#)
- Designed AI and tracking to chase and target the players center of mass.
- Designed a hitbox system to allow players to move and dodge bullets fired at them by the AI.
- Designed a voiceover system to allow tutorials when a player picks up a new weapon type.
- Designed a two hand weapon system 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.

## WORK EXPERIENCE

**Frontier Town  >>**  *Store Clerk*  >  Berlin, MD                                **June 2018 – August 2023**
- Stocked shelves , cooler, and firewood to make sure sufficient products were available for guests.
- Cleaned parking lot, store floor, and shelving units to maintain a healthy work and store environment.
- Assisted the snack bar in the store by grabbing supplies needed while busy.
- Assisted suppliers and guests to make sure orders were completed and guests found what they needed/wanted.

## EDUCATION

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

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