Samuel Kenney

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Education

Grove City College
B.S. in Computer Science
Minor in Mathematics
GPA: 3.57 | Major GPA: 3.79
Grove City, PA | May 2018

Skills

C++	C#
C	Java
HTML	CSS
PHP	JavaScript
jQuery	SQL
Android	Windows
Linux	Unity3D
Qt	DirectX
MS Server 2008	
HAM Radio (KC3HYP)	

Relevant Coursework

Data Structures and Algorithms
Object Oriented Programming
Advanced Game Design
Android Programming
Software Engineering
Operating Systems
Database Management
Computer Architecture
Web Technologies
Discrete Mathematics
Introduction to Graphics

Honors and Awards

Member of Mortarboard
Member of ODK
Member of TAP
Dean's List May 2015
Dean's List w. Distinction May 2016
Dean's List w. High Distinction Dec 2016, May 2017
James Dixon Theatre Scholarship
Irene Ryan Acting Scholarship Nominee: The Kennedy Center

Experience

PPG Industries | *Corporate IT Professional Intern*
May 2017 – August 2017 | Pittsburgh, PA

- Created Oracle Form with PL/SQL used by Ford and Chrysler in the factory for pallet configurations to streamline shipping process.
- Wrote Linux Bash script that is run monthly to keep internal servers clean, up-to-date resulting in better storage utilization.

Kulicke and Soffa | *Software Engineering Intern*
May 2016 – August 2016 | Fort Washington, PA

- Learned and became adept at Git.
- Fixed company tool by updating Tcl script and adding features for faster installation and testing of software.

Projects

Senior Project | *Scrum Master*
August 2017 – Current Project

- Web application to store and display information for coaches based on aggregated data from players. The application will have visual graphs and use user-centered design to show trends of players based on wellness questionnaires given by coach.

C-Sharp Algorithms | *Contributing Developer*
June 2017 – July 2017

- Contributed to Open-Source project for a C# Algorithms and Data Structures solutions by implemented an Open Addressing Hash Table using Double Hashing.

Software Engineering | *Scrum Master*
February 2017 – May 2017

- Led peers in semester long project to build a calendar application using a C#, SQL Server, and LINQ. The app allowed students to add classes to graphical calendar and create custom events.

Unity 3D Game | *Software Developer − Designer*
February 2017 – May 2017

- Created 3D games using the Unity platform including a FPS and a third-person tank game. Implemented back end with C# scripts.

Graphrite Website | *Lead Developer*
Current Development | graphrite.com

- Designed and developed desktop and mobile friendly website for team that is in the beginning of becoming a start-up.

Leadership

Resident Assistant
August 2016 – May 2017 | *Grove City College*

- Created programs such as a board/video game night to foster good relationships and friendships on campus.