KASHOD CAGNOLATTI

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# HIGHLIGHTS

* Knowledgeable of Unified Modeling Language (UML) and the Agile Development Methodology (Scrum)
* Experience with Developing Software in a Team
* Comfortable working in Windows OS, Mac OS, and Linux
* Excellent Interpersonal Communication skills
* Elementary Proficiency in American Sign Language (ASL)

# SKILLS

**Programming Languages:** Java, Python, C#, C++, Bash, SQL, LATEX, JavaScript, HTML, CSS

**Software & Tools:** VMWare, React, MySQL, GitHub, Google Suite, Microsoft Office, Jupyter Notebook, Scrum

# WORK EXPERIENCE

**California Lutheran University** Thousand Oaks, CA *Sept 2018 –May 2022*

*Student Technician*

* Troubleshooted hardware and software issues on a variety of computer systems, such as, adjusting software configurations or replacing faulty hardware for classes and campus events
* Answered department phones promptly in a professional manner and greeted in-person patrons
* Entered and updated a variety of Help Desk Tickets, currently have closed over 150 help desk tickets
* Trained new hires on office protocols and technical troubleshooting strategies

**Fiverr** Chicago, IL *Jun 2020–Oct 2021 Freelance Programmer*

* Engineered and implemented C# scripts for Unity Projects that enhanced the user experience
* Communicated with clients to ensure clarity on the status of the product
* Received positive reviews from all clients that purchased my services on the platform

# EDUCATION

*Bachelor’s of Science in Computer Science**May 2022*

**California Lutheran University; Thousand Oaks, CA**

* **Awards:** Dean’s List (2019-2022)
* **Related Coursework**: Software Engineering, Data Communications and Networking, Operating Systems, Introduction to Robotics, Advanced Computer Programming, Algorithms, Discrete Mathematics, Differential Equations

# PROJECTS

**ASL Translator Project - *Version 1.0* (Available in GitHub)** *Jan 2022–May 2022*

* Built with Python, JavaScript, HTML, and CSS a program that uses a generic web camera to process American Sign Language (ASL) then translates the processed information into American English with Deep Learning algorithms

**Generic Client/Server Architecture - *Version 1.0* (Available in GitHub)** *Sept 2021–Dec 2021*

* Built with Java and SQL, Designed and Programmed a generic client/server architecture that includes the ability to store information in a database and generate emails

**3D Graphics Renderer - *Version 1.0* (Available in GitHub)** *Feb 2020 –May 2020*

* Built with Java and the JavaFX Library, a program that uses line drawing algorithms and Multi-variable Calculus to render three-dimensional shapes

# CERTIFICATIONS

* Python (Basic) Certificate | Java (Basic) Certificate, Hacker Rank – 2021
* JavaScript (Basic) Certificate | SQL (Basic) Certificate, Hacker Rank – 2022
* C# and .NET Programming | HTML Essential Training | Git and Github | SQL Essential Training | Node.js Essential Training, LinkedIn - 2022