

# Jack Kill

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## Summary

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Adaptable Computer Science student with the drive and ability to learn, grow, and improve. Extensive leadership and teamwork experience as a member of the University of Kansas SELF Program and an Eagle Scout. Passionate interests include Software Development, Software Architecture, Game Development, and VR.

## Education

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### University of Kansas

Bachelor of Science in Computer Science, GPA: 3.1

**Expected Graduation Date:** May 2024

Lawrence, KS

## Work Experience

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### Propaganda3

June 2022 – January 2024

Software Engineering Intern

Overland Park, KS

- Collaborated with a team of developers to create client apps & websites, as well as automated maintenance scripts & test cases.
- Gained hands-on experience with SaaS and Agile Production methodologies in a dynamic team-based active learning environment.
- Gained a greater understanding of project management by observing projects from conceptualization to first release.
- Tools and libraries used include JavaScript, TypeScript, React-Native, Expo, Python, Selenium, PHP, AWS, Firebase, and Propaganda3's WPO library.

### New York Presbyterian Hospital

July 2023 – August 2023

Information Technology Intern

New York, NY

- Assisted a team of IT Analysts in providing support to hospital staff and the installation & configuration of new hospital systems.
- Demonstrated strong problem-solving abilities in resolving complex IT issues involving both software and hardware.
- Attended and contributed to staff meetings related to systems planning, workload optimization, and machine learning integration.
- Learned about large-scale technology deployment, network deployment & integration, and systems management.

## Projects

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### EduStone

<https://tinyurl.com/edustone>

- Academic organization app that automatically populates with course loads, streamlines & gamifies assignments, and rewards students for academic success.
- App created using Expo and React-Native with a backend written in Go.
- Developed in a team environment of 4 students using an agile workflow with biweekly sprints.

### Ring Tavern

<https://tinyurl.com/ringtavern>

- Social media app enabling users to share contact information with varying levels of security & visibility using a fantasy theme.
- Recognized for outstanding achievement in the General Track of Hack KU 2023, a prestigious hackathon event.
- App created using Expo and React-Native with a Firebase backend.

### Frog Pal

<https://tinyurl.com/frogpal>

- Displays opponent data normally unavailable to user including name, rank, rating, win rate, and character usage in a simple and eye-pleasing format, with plans for replay analysis and matchup-specific gameplay tips.
- Intended for use with Slippi, a Smash Bros. Melee mod that enables replays, online play, and an open-source development environment.
- Personal project created in JavaScript using Electron for frontend creation and community-driven APIs for data retrieval.

## Skills

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**Technical:** C++, C, JavaScript, TypeScript, Python, Go, CSS, HTML, React-Native, Electron, Expo, Arduino, Lua, Linux, Mac OS

**Teamwork:** Project Management, SaaS, Agile Production, Adaptability, Consistent & Transparent Communication, Japanese

**Hobbies & Interests:** KU Gaming & Smash Bros. Clubs, Gaming, Traveling, Model Kits, Custom Controllers, Cars, Anime & Manga