Jack Kill

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Summary

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

University of Kansas
B.S. in Computer Science

GPA: 3.1
Graduation date: May 2024

Work Experience

Propaganda3
Software Engineering Intern

Overland Park, KS
December 2022 - January 2023

- Continued to collaborate with a team of developers to create products using a variety of tools, languages, and libraries in an active learning environment.
- Assisted in planning and executing a cross-site security and performance audit for prospective clients.
- Gained a greater understanding of project management by observing projects from conceptualization to first release.

Propaganda3
Software Engineering Intern

Overland Park, KS
June 2022 - August 2022

- Collaborated with a team of developers to create apps, websites, and scripts using a variety of tools, languages, and libraries.
- Actively experienced the process of Software as a Service and Agile Software Development / Production in a team-based environment.
- Tools and libraries used include JavaScript, TypeScript, React-Native, Expo, Python, Selenium, PHP, AWS, and Propaganda3's WPO library.

Projects

EduStone   https://github.com/yiwoduf/EduStone

- App created using Expo and React-Native with a backend created in Go.
- Academic organization app that automatically populates course loads, streamlines & gameifes assignments, and rewards students for academic success.

Ring Tavern   https://github.com/TheNift/HackKU2023

- Hack KU 2023 General Track 2nd place recipient.
- App created using Expo and React-Native with a Firebase backend.
- Social media app that enables users to share personal & contact information with varying levels of security & visibility using a fantasy theme.

Frog Pal   https://github.com/TheNift/frog-pal

- Personal Project created with JavaScript using Electron.
- Intended for use with Slippi, a Smash Bros. Melee mod that enables replays, online play, and an open-source development environment.
- 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 in the future.

Skills

Technical: C++, C, JavaScript, TypeScript, Python, Go, CSS, HTML, React-Native, Electron, Expo, Linux Environments, Arduino

Teamwork: Project Management, Agile Software Development, Adaptability, Consistent & Transparent Communication

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