

John Kill

(He/Him)

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Education

University of Kansas, Lawrence, KS

Pursuing Bachelor's Degree in Computer Science, Expected May 2024

Professional Experience

Propaganda3 - Software Development Intern

Worked in a team to create apps, websites, and scripts mainly using JavaScript, React Native, TypeScript, and Python. Actively experienced the process of SaS and Agile Production.

Project Experience

Maintenance Automation

Created Python scripts to automate maintenance routines during my internship at Propaganda3, which utilized headless instances of Chrome, file system interaction, and Google Lighthouse

WordPress Website Creation

Worked in a team environment to create WordPress websites and extend them using Propaganda3's WPO Library

App Creation

Helped create mobile apps for clients utilizing React Native & TypeScript during my internship at Propaganda3

Arduino Applications

Converted a fan from a 3-power switch to a variable speed-controlled fan using Arduino and a rotary encoder

Skills

Computer Science:

Confident in: C++, Javascript, CSS, HTML, Linux

Experience in: C, Python, Arduino, Microcontrollers

Currently Studying: Computation Theory, Unreal Engine 5

Leadership and Teamwork: Proficient in team development environments with leadership experience from various professional positions and extracurricular programs

Language: Studied Japanese for 3 semesters at KU

Relevant Coursework

Data Structures - Fall 2022

Computer Architecture- Fall 2022

Software Engineering I & II (SaS, Team Development) - Spring 2022, Fall 2022

Programming Language Paradigms (JavaScript, HTML, Web Programming)- Fall 2021

Embedded Systems (Microcontrollers)- Fall 2021

Discrete Structures- Spring 2021

Activities

KU SELF Program

KU IEEE

KU Japanese Student Association

KU Gaming Community and Smash Brothers Club