

John G. Kill

(He/Him)

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Education

University of Kansas, Lawrence, KS

Pursuing Bachelor's Degree in Computer Science, Expected May 2023
GPA 3.03

Project Experience

Arduino Applications

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

Data Structure Recreation

In C++, recreated various data structures such as Stacks, Queues, and Binary Search Trees, and used them in functional programs, such as creating an editable Pokédex

LiDAR Driver

Used ProjectIO and C to create drivers to retrieve distance values from a LiDAR sensor using a microcontroller and record the values on a computer

Servo Driver

Used ProjectIO and C to create drivers to control servo motors with precise accuracy using a microcontroller

Gameplay Input Testing

Used event-based Lua code to enhance recoil patterns in games

Relevant Coursework

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

Embedded Systems (Microcontrollers)- Fall 2021

Programming II (Data Structures and Algorithms)- Spring 2021

Discrete Structures- Spring 2021

Calculus- Spring 2021

Digital Logic Design- Fall 2020

Skills

Computer Science-

Proficient in: C++, Linux

Experience in: C, Arduino, Microcontrollers

Currently Studying: JavaScript, HTML

Leadership and Teamwork- Held various leadership positions and worked on group volunteer projects in organizations such as Boy Scouts and the KU SELF Fellowship

Language- Currently studying Japanese at an intermediate level

Honors

- Self Engineering Leadership Fellowship Member
- Eagle Scout

Activities

- KU SELF Program
- KU Japanese Student Association
- KU Gaming Community and Smash Brothers Tournaments