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Kyle Vannarath

Objective

Software Developer where years of relevant experience and education will add value.

SKILLS

 $\textbf{Programming Languages:} \ \, \texttt{Java}, \ \, \texttt{C#}, \ \, \texttt{C/C++}, \ \, \texttt{JavaScript}, \ \, \texttt{Nodejs}, \ \, \texttt{HTML/CSS}$

Frameworks: Bootstrap, AngularJS, ReactJS, React Native

Databases: MongoDB, SQL

Software: Eclipse, Visual Studio, Unity

Operating Systems: Windows, Linux

Projects

Inventory Application

- Developing a mobile application to track items users have, using React Native
- Researched, designed, developed, and tested software to meet requirements.

Wishlist Fullstack Project

- Developed a wishlist rest api utilizing Nodejs and MongoDB
- Developed the front-end with ReactJS

Game Project

 Created a short and basic platformer game demo with C# and Unity game engine

Messenger Application

- Developed a chat room/messenger system using Eiffel, an object-oriented programming language
- Utilized the mediator design pattern and implemented software using Design by Contract principles
- Created debugging test cases and scripts

EDUCATION

York University, 2012-2017

Bachelor of Science in Computer Science