

CAY HENNING

(850) 586-0478

cay.henning@proton.me

SOCIALS

github.com/cayb0rg 

linkedin.com/in/cay-h/ 

TECHNICAL SKILLS

Javascript • C • HTML5

C# • CSS • Git • React

Essential AWS

EDUCATION

University of Central Florida

B.S. Computer Science

August 2021 to Present

Burnett Honors College

August 2021 to Present

Northwest Florida

State College

Associate of Arts

Summa Cum Laude

August 2018 to May 2021

COURSEWORK

Computer Science II

AI for Game Programming

Web Design and User Experience

Systems Software

Modeling for Realtime Systems

Computer Graphics

Processes for Object-Oriented

Software Development

JOB EXPERIENCE

TECHRANGER | University of Central Florida

Orlando, FL | February 14, 2022 - Present

- Designed and implemented a user-friendly and functional inventory system for Adventure, an open-source learning tool.
- Developed strong teamwork and leadership skills
- Collaborated with Materia to transition their web application from Angular v6.9.0 to React 16.
- Handled ServiceNow Tickets (course changes and website updates)
- Implemented accessibility features in compliance with WCAG guidelines, and collaborated with the development team to integrate screenreader compatibility and keyboard navigation.

PROJECTS

BETWEEN SHOWS | Team Project

Full Stack | Spring 2023

- I worked with Express, MongoDB, React, React Native, and TailwindCSS to create a cartoon rating website and mobile app.

VILLAGE CIRCLE | Team Project

AI Programmer | Spring 2023

- Implemented behavior trees and finite state machines in C# to create enemy and companion AIs. Also used Maya, Aseprite, and Photoshop for character art.

COLOR ME QUEER | Team Project

UI/UX Designer | Fall 2022

- Communicated with the client and set up hosting and billing.
- Designed the UI in Figma and WordPress.

TRANQUEST CLOUD | Knighthacks 2021

<https://devpost.com/software/tranquest-cloud>

- Worked with Figma and ReactJS. Implemented an experience bar and badge system to create a motivational to-do app.