KEVIN D. NAUGHTON JR.

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EDUCATION

New York University | New York, New York

Expected Graduation May 2017

Bachelor of Science in Computer Science Minors in Mathematics & Game Design GPA 3.34

TECHNICAL SKILLS

Programming Languages Operating Systems Technical Tools Python, Java, C, C#, Objective-C, Swift, X86-64 assembly, CSS3, HTML5 Windows, Linux, Unix, Macintosh Unity, Logisim, Photoshop, InDesign, Adobe Illustrator

PROFESSIONAL EXPERIENCE

Google Summer of Code: Linux Foundation | New York, NY

April – August 2016

Open Source Developer

- Extended the functionality of the GTK print dialog, the most used print dialog for desktop applications under Linux, which recognizes print queues and polls a printer's capability list via IPP once the user selects a printer
- Added support for printing attributes that do not require a postscript printer description file
- Set up the option panel of the dialog based on the found IPP options and choices

CodeSpeak Labs | Chinatown, NY

June - August 2015

Instructor & Coach

- Taught students how to build working websites and games using HTML5, CSS3, and JavaScript
- Guided students through programming exercises progressively developing their coding skills
- Successfully promoted and maintained an orderly and diligent academic environment

Operation: CMYK | Brooklyn, NY

January - May 2015

Intern - HTML5/CSS3 development

- Developed digital platforms from scratch based off PSD files
 - Built custom WordPress templates based off of design files
- Created facial recognition program in Processing by detecting RGB values

Private Instructor | New York, NY

March - May 2015

Java Tutor

Taught client the fundamentals of Java and OOP, as well as proper syntax and programming practice

Khan Orthodontic Group | Merrick, NY

June - August 2014

OrthoSynetics Intern

Processed accounts receivable; prepared impressions; maintained social media presence

PROGRAMMING EXPERIENCE

Influential Studios | Co-Owner & Co-Founder

Company aimed at developing innovative mobile applications & ecommerce products

Maker Box (www.makerbox.me)

- Created a monthly subscription service based around additive manufacturing
- **\$30,000** gross revenue
- 1,000+ boxes shipped
- 96% customer retention rate

"Printerest" Project

- Worked closely with developers, using agile methodology, to build a mobile game application for Android
- Designed application's game states, layout, and navigation
- Learned the preparation, organization, and processes necessary to transform an idea into reality

Additional Programming Projects

• See GitHub account (www.GitHub.com/kdn251) and personal website (kdn251.github.io)

LEADERSHIP EXPERIENCE

RELATED COURSE WORK

Computer Programming • Basic Algorithms • Web Design & Computer Principles • Linear Algebra
Object Oriented Programming & C++ • Computer Systems Organization • Operating Systems • iOS Programming
Discrete Mathematics • Computer Architecture • Data Structures