JACK H. KUFA

(217) 827-5454 • jack@kufa.io

https://www.kufa.io • linkedin.com/in/jackkufa • github.com/jkufa

EDUCATION

DEC 2021

Missouri University of Science and Technology, Rolla MO

Anticipated B.S Computer Engineering & B.S Computer Science

GPA: 3.48/4.00

EXPERIENCE

May 2021 Aug 2021 Service Management Group, Kansas City MO Software Engineer Intern – Front-End Development

• Designed reusable Angular components for internal UI design system

- Integrated KPI lite model back-end functionality to improve loading times
- Maintained smg360 by implementing bug fixes to improve customer experience
- Developed Jasmine & Postman unit tests to verify code correctness
- Collaborated with coworkers daily using Teams, Git TFS, Jira, & Confluence

May 2020

CinemaCraft LLC, Remote, US

Aug 2020 | Plugin Developer

- Interfaced with Spigot API to create custom Minecraft plugins
- Generated over 15.4 million YouTube views for content creators
- Deployed plugins to servers using Maven to automate build process
- Managed server resources contained on Linux box remotely via ssh
- Coordinated with other developers through weekly scrum meetings

 $May\ 2019$

Yaskawa America, Inc, Oak Creek WI

Aug 2019

Software Engineer Intern - Full-Stack Development

- Developed internal C# ASP.NET MVC web application for company engineers
- Automated generation of electrical panel schematics to streamline custom design process
- Built the first documented tool that utilizes EPLAN API in a web application
- Designed SQL Database using Entity Framework & Code First Migrations
- Corresponded with coworkers & supervisor daily to update design specifications

Aug 2018

Missouri S&T, Rolla MO

 $May\ 2020$

Underwater Robotics Design Team - Vice President & Competition Lead

- Fostered team growth through outreach via emails and events
- Developed & implemented Discord bot using Discord's API to automate role assignment
- Analyzed all competition rules regulations & deadlines
- Implemented documentation for tracking travel deadlines & necessities
- Managed documentation, trainings & deadlines to ensure competition preparedness

PROJECTS

Doublecross

TigerHacks 2019

- ShineGrab.tech PickHacks 2021
 - cks 2021 SMG Hackathor
- Best use of Twilio award
- Twilio API
- C# ASP.NET

- Top 5 Finish (Gaming Track)
- Node.js & Express.js
- Slippi Javascript SDK
- FishTV Livestream SMG Hackathon 2021
 - Angular
 - Socket.io
 - NGINX RTMP Server

TECHNICAL SKILLS

Languages Industry Knowledge Tools & Software Javascript, Typescript, C#, Java, Python Angular, Git, Linux, Scripting, Agile, Scrum HTML/CSS, Visual Studio, VS Code, Slack, Teams Familiar C++ React, REST APIs IntelliJ, LINQ, Maven, Postman