

# JACK H. KUFA

<https://www.kufa.io> • [linkedin.com/in/jackkufa](https://www.linkedin.com/in/jackkufa) • [github.com/jkufa](https://github.com/jkufa)

## EDUCATION

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|-----------|--|
| FALL 2017 | Missouri University of Science and Technology, Rolla MO                |
| FALL 2021 | <b>Anticipated B.S Computer Engineering &amp; B.S Computer Science</b> |
|           | GPA: 3.48/4.00   |

## EXPERIENCE

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|----------------------|--|
| MAY 2021<br>AUG 2021 | <b>Service Management Group</b> , Kansas City MO<br><i>Software Engineer Intern – Frontend Development</i> <ul style="list-style-type: none"><li>Designed reusable Angular components for internal UI design system</li><li>Integrated KPI lite model backend functionality to improve loading times</li><li>Refactored and implemented bugfixes in SMG360 to improve customer experience</li><li>Developed Jasmine &amp; Postman unit tests to verify code correctness</li><li>Collaborated with coworkers using Teams, Git TFS, Jira, &amp; Confluence</li></ul>   |
| MAY 2020<br>AUG 2020 | <b>CinemaCraft LLC</b> , Remote<br><i>Plugin Developer</i> <ul style="list-style-type: none"><li>Interfaced with Spigot API to create custom Minecraft plugins</li><li>Generated over 15.4 million YouTube views for content creators</li><li>Deployed plugins to servers using Maven</li><li>Managed servers remotely on Linux host</li><li>Coordinated with other developers through weekly scrum meetings</li></ul>   |
| MAY 2019<br>AUG 2019 | <b>Yaskawa America, Inc.</b> , Oak Creek WI<br><i>Software Engineer Intern – Full Stack Development</i> <ul style="list-style-type: none"><li>Automated generation of product schematics</li><li>Unprecedented integration of EPLAN API with Web Application</li><li>Developed C# ASP.NET MVC Web Application</li><li>Designed SQL Database with Entity Framework &amp; Code First Migrations</li><li>Corresponded with coworkers &amp; supervisor daily to update design specifications</li></ul>   |
| AUG 2017<br>MAY 2020 | <b>Underwater Robotics Design Team</b> , Rolla MO<br><i>Competition Lead</i> <ul style="list-style-type: none"><li>Analyzed all competition rules regulations &amp; deadlines</li><li>Implemented documentation for tracking travel deadlines &amp; necessities</li><li>Managed documentation, trainings &amp; deadlines to ensure competition preparedness</li></ul><br><i>Vice President</i> <ul style="list-style-type: none"><li>Secured new members through outreach &amp; promoted team growth</li><li>Developed &amp; Implemented Discord bot using Discord's API to automate role assignment</li></ul> |

## PROJECTS

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|--|--|---|
| <b>Doublecross</b><br><i>TigerHacks 2019</i> <ul style="list-style-type: none"><li><b>Best use of Twilio award</b></li><li>Twilio API</li><li>C# ASP.NET</li></ul> | <b>ShineGrab.tech</b><br><i>PickHacks 2021</i> <ul style="list-style-type: none"><li><b>Top 5 Finish (Gaming Track)</b></li><li>Node.js &amp; Express.js</li><li>Slippi Javascript SDK</li></ul> | <b>FishTV Livestream</b><br><i>SMG Hackathon 2021</i> <ul style="list-style-type: none"><li>Angular</li><li>Socket.io</li><li>NGINX RTMP Server</li></ul> |
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## TECHNICAL SKILLS

|                             |   |                                |
|-----------------------------|---|--------------------------------|
| <b>Languages</b>            | <b>Proficient</b>   | <b>Familiar</b>                |
| <b>Industry Knowledge</b>   | Javascript, Typescript, C#, Java, Python  | C++                            |
| <b>Tools &amp; Software</b> | Angular, Git, Linux, Scripting, Agile, Scrum, Trello, Jira                      | React, REST APIs               |
|                             | HTML/CSS, Visual Studio, VS Code, Slack, Teams, L <sup>A</sup> T <sub>E</sub> X | IntelliJ, LINQ, Maven, Postman |