JACK H. KUFA

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EDUCATION

Aug 2017 Dec 2021	Missouri University of Science and Technology, Rolla MO **Anticipated B.S Computer Engineering & B.S Computer Science** GPA: 3.48/4.00

TECHNICAL SKILLS

Languages	Javascript, Typescript, Python, C#
Frameworks	Angular, Flask, ASP.NET, React, Express
Industry Knowledge	Git, Linux, Scripting, Agile, Scrum, REST APIs
Tools & Software	HTML/CSS, Slack, Teams, LINQ, Maven, Postman

EXPERIENCE

May 2021 / Aug 2021 — **Service Management Group**, Kansas City MO
Software Engineer Intern

- 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 / Aug 2020 — **CinemaCraft LLC**, Remote, US
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 / Aug 2019 — **Yaskawa America, Inc**, Oak Creek WI
Software Engineer Intern

- 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 / May 2020 — **Missouri S&T**, Rolla MO
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

- **Best use of Twilio award**
- Twilio API
- C# ASP.NET

ShineGrab.tech
PickHacks 2021

- **Top 5 Finish (Gaming Track)**
- Node.js & Express.js
- Slippi Javascript SDK

FishTV Livestream
SMG Hackathon 2021

- Angular
- Socket.io
- NGINX RTMP Server