JACK H. KUFA

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EDUCATION

Aug 2017 | Missouri University of Science and Technology, Rolla MO

DEC 2021 | Anticipated B.S Computer Engineering & B.S Computer Science

GPA: 3.48/4.00

TECHNICAL SKILLS

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

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

Yaskawa America, Inc., Oak Creek WI

Aug 2019

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