

Kai Hilbourne

Software Development Engineer

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[LinkedIn](#)

Career Objective

As a recent college graduate with a year of internship experience, I am excited to contribute my skills to the development and maintenance of innovative software products. I am committed to a customer-focused approach to address real problems with intelligent solutions. I look forward to collaborating with cross-functional teams to address technical challenges, enhance product quality, and continue to improve my skills in the workplace.

Skills

Code Languages and Development Tools

C++, C#, Python, Java, SQL, ReactJS, Unity, Meta Quest SDK, Git, Firebase

Other Skills

Agile, Scrum, Kanban, Deep Learning, Spreadsheets, Leadership

Experience

Utensile Product Development — VR Developer Intern

July 2023 - July 2024, Portland, OR

- Developed and tested a 3D CAD visualization program for Meta Quest headsets using the Unity engine and C# scripting
- Worked with CAD engineers to ensure ease of use, integrating feedback into the development process
- Conducted regular user testing, resulting in a simple, human centric user interface
- Debugged performance issues by implementing a mesh optimization algorithm, eliminating freeze frames
- Drove customer acquisition by incorporating VR sessions into sales pitches, resulting in \$44,000 of new revenue

UC Santa Barbara — Student Developer

January 2023 - March 2023, Goleta, CA

- Worked in a team to develop and deploy a roommate and housing finder web app using ReactJS and Firebase
- Led Scrum meetings and applied Agile methodologies to manage workflow, consistently meeting or exceeding project deadlines
- Significantly contributed to the codebase with 56,000 lines of code additions

iDTech— Tech Camp Instructor

July 2022 - November 2022, Irvine, CA

- Instructed over 50 students in introductory courses on Machine Learning, Python, and Java
- Tailored communication strategies to effectively convey complex technical concepts to beginner coders
- Provided individualized code reviews to give constructive feedback to students

Education

University of California, Santa Barbara — B.S. Computer Science

September 2019 - March 2023, Goleta, CA

- Specialized in data structures and algorithms, number theory, and computational science, with proficiency in C++, Python, SQL, and ReactJS
- Developed my understanding of important areas of CS through courses in computer vision, linear algebra, database management systems, machine learning, and more.
- Achieved a 3.7 GPA while working part time and participating in extracurriculars