Kaila Hulse

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EDUCATION

Western Washington University **Bellingham, WA**
BS in Computer Science GPA: 3.70 *Expected Graduation Date: June 2024*

- Organizations/Awards: Western Washington's Merit Award, Federal Way Rotary Scholarship, Computer Science Distinguished Scholars Program, President of Association for Computing Machinery

EXPERIENCE

Western Washington University **Bellingham, WA**
Teacher's Assistant *January 2024 – March 2024*

- Creating automation tests for a newly rebranded Computer Networks course. The automation tests are developed using PyTest and are created weekly for new assignments.
- Engaged in answering student questions about assignments and the course, occasionally overseeing and running classes when needed.

4Human Co. **Remote**
Software Developer Intern *January 2024 – Present*

- Developing software for a non-profit organization focused on creating software for other nonprofits.
- Current project involves constructing an e-commerce website for another non-profit, enabling product purchases and user login functionality. Personally contributed to designing the database for user login information. And will be implementing the transaction process using Express and PostgreSQL.

Behavior Made Better **Bellingham, WA**
Research *September 2023 – Present*

- Built and created the infrastructure and models of an online educational software for effective instruction of students with disabilities aimed to equip educators with tools and resources for ensuring a rich school experience for students with diverse disabilities
- Collaborating in a team of three using Twine, HTML, CSS, and Javascript and working closely with a disabilities professor in Colorado to create a comprehensive program, including tailored instructional materials and lessons for educators.

Western Washington University **Bellingham, WA**
Game Designer *June 2023 - August 2023*

- Led a four-person team in a seven-week development of "SpaceShipper," a Unity-based 3D PC game.
- Implemented features such as tutorials, timed rounds, and scoring systems for enhanced player engagement.
- Designed complex game mechanics, including character progression, item acquisition, and ability systems, and developed AI behaviors and procedural asset generation for a fully immersive gaming experience.

ELVIS **Bellingham, WA**
Research *December 2022 – Present*

- Developing research in a 15-member research team at Western Washington University in constructing one of the largest virtual Internet simulations using Rust.
- Successfully implemented ARP routers, DNS, DHCP, TCP, and various network configurations for simulating DDOS attacks and the dark web.
- Personally contributed to building TcpStream and TcpListener components, incorporating a Weibull Distribution formula for simulating realistic user behavior during Internet browsing. As well as building the complex simulation to see all applications working together at once.

X16 **Bellingham, WA**
Computer Systems *November 2022*

- Developed a full X16 compiler simulation in C, organized into four files with around 700 lines of optimized code. Implemented various bit manipulation methods, including sign extension and custom bit-width return functions.
- Successfully handled all 14 X16 commands, ran games like 2048, and compressed assembly files into .obj files without memory leaks.

SKILLS & INTERESTS

Skills: Java, Python, JavaScript, C, Rust, C#, HTML, CSS, Assembly, SQL, Racket.

Classwork Skills: Database Systems, Analysis of Algorithms and Data Structures, Object Oriented Design, Computer Systems I & II, Formal Languages and Functional Programming, Data Structures.

Interests: Web/Mobile App Development, Full-Stack Engineering, AI, Cybersecurity, Kickboxing, Swimming.