Kaila Hulse

Federal Way, WA | LinkedIn | 206-819-6840 | kailahulse@gmail.com

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, Vice President of Association for Computing Machinery, International Collegiate Programming Contest.

EXPERIENCE

Western Washington University **Bellingham, WA**
Research *September 2023 – Present*

- Collaborating in a team of three using Twine, HTML, CSS, and Javascript to develop educational software designed to assist educators, particularly professors and teachers, in effectively instructing students with disabilities.
- Working closely with a disabilities professor based in Colorado to create a comprehensive program. This software will include instructional materials, images, and lessons tailored for educators, enabling them to acquire the necessary knowledge and skills to deliver an optimal educational experience for students with diverse disabilities.
- The primary objective of this initiative was to equip educators with the tools and resources required to ensure that students with a wide range of disabilities could enjoy a rich and fulfilling school experience.

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

- Led a team of four to develop "SpaceShipper," a 3D PC game in Unity within seven weeks.
- Implemented engaging game features like tutorials, timed rounds, and scoring systems to enhance player immersion and challenge.
- Designed complex game mechanics, including character progression, item acquisition, and ability systems.
- Developed AI behaviors and procedural asset generation, ensuring a responsive UI, keyboard/mouse support, and high-quality custom animations and visuals for an immersive gaming experience.

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

- Collaborating with a 15-member research team at Western Washington University to construct one of the largest virtual Internet simulations using Rust, despite having no prior experience in this area. The primary goal was to create a comprehensive model of the Internet, enabling simulations of DDOS attacks and the dark web to enhance online privacy.
- Successfully tested and implemented smaller components of this ambitious research, including ARP routers, DNS, DHCP, TCP, and various network configurations. The overarching objective was to develop a highly complex and realistic Internet simulation.
- Personally contributed to the research by playing a key role in building TcpStream and TcpListener components. Additionally, I utilized a Weibull Distribution formula to simulate user behavior while browsing the Internet. These components were rigorously tested in conjunction with a custom-built server, enabling seamless web browsing with HTTP links and embedded images.

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

- Created a full X16 compiler simulation in C, organized into four separate files with approximately 700 lines of optimized code.
- Implemented diverse bit manipulation methods, including sign extension and custom bit-width return functions.
- Accomplished the tasks of handling all 14 X16 commands, running games like 2048, and compressing assembly files into .obj files, all 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, Hiking, Xbox gaming, baking, reading.