KAI MCFARLANE

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PROFESSIONAL SUMMARY

Self-Taught Full Stack Developer with experience in software applications and third-party libraries. Three years knowledge in Web-Development and Digital Design. Familiar with front end technologies (React.js, TypeScript, CSS) and backend services (No/MySql Databases, Node.js, RestAPIs). Comfortable with web-hosting, CMS (content management systems), and Git/GitHub.

EDUCATION

Bachelor of Science in Computer Science   May 2025
University of Florida | Gainesville, FL   GPA: 4.0/4.0

TECHNICAL SKILLS

Programming Languages: HTML, CSS, Javascript, TypeScript, Java, C#, C++, Python, Node.js, SQL, JSON, EJS
Frameworks: React.js, Express.js, Passport.js, Chart.js, MaterialUI, Bootstrap, VObject, PyCalendar, Vuforia
Development Tools: MongoDB, OracleDB, RestAPI, Heroku, Davinci Resolve, Unity, Jira, Git, GitHub, GitLab

WORK EXPERIENCE

Website Application Developer Intern   January 2023 - Present
UFIT | Gainesville, FL
- Developed an extensible Fav-Menu React component allowing for easy integration within the UF Workspace Card's UI, and Middleware
- Created Favorites Tab within the student UF Workspace through a sorting algorithm, ES6 mapping functions, and a new Favorite Card State
- Developed components and designs with React.js, Node.js, MaterialUI, Git, GitLab, SQL, and OracleDB

Web Developer   January 2020 - June 2022
Kiwi-El-Gato | Pembroke Pines, FL
- Wrote clean HTML, CSS, and JavaScript code to create organization website from scratch (kiwielgato.com)
- Worked with multiple web-applications to create digital art, designs, and animations for front end of website, increasing Kiwi-El-Gato's interaction by 240% and tripling all-time views on YouTube
- Earned a Silver Knight Award for Digital and Interactive Media Honorable Mention from the Miami Herald

Software Intern   November 2020 - June 2022
The Museum of Discovery and Science | Fort Lauderdale, FL
- Designed AR (Augmented Reality) animations with Unity, Mixamo, and Vuforia into educational novels.
- Worked with C# and Unity to design visual illusions, create games, and explain natural phenomena.
- Promoted to Lead Software Developer within engineering team.

PROJECT EXPERIENCE

Recipeat, Personal Recipe App   August 2022 - December 2022
Gainesville, FL
- Developed Recipe App allowing users to create, remove, and update recipes, designed with Bootstrap/CSS
- Used Bcrypt (encryption software) to hash/salt users passwords and MongoDB to store passwords/recipes
- Built user-authentication functionality through Express.js, Passport.js, and routing with Node.js

MyClimi, Weather App   June 2022 - August 2022
Plantation, FL
- Developed Local Weather App to display the current climate conditions in any city around the world
- Implemented local-time feature to display location specific time through the IPGeolocationAPI
- Programmed UX/UI features including a dark/light mode, icon/word forecast, and metric/customary displays