KALYN STRICKLIN

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EDUCATION

University of Alabama in Huntsville, Huntsville, AL

May 2025

- BS in Computer Science, Minor in Mathematics
- Relevant Coursework: Data Structures, Algorithms, Linear Algebra, Technical Writing, Computer Organization and Switching Theory, Object Oriented Programming in Java, Operating Systems
- Activities: Student Government, Serving Organizing Advocating & Reflecting, Delta Zeta, Rock Climbing Club

TECHNICAL SKILLS

- Languages: Java, Python, C++, TypeScript, JavaScript, HTML/CSS,
- Technologies: React, React Native, Firebase, Internet of Things, Vue, Docker, Docker Compose

WORK EXPERIENCE

Bott's Innovative Research Inc, Software Developer Intern, Madison, AL

May 2023 - Present

- Developed Java-based drivers to interface between IoT hardware systems and OpenSensorHub.
- Redesigned and implemented the company website using Vue and Bootstrap.
- Contributed to open-source software, OpenSensorHub
- Played a critical role in developing a full-stack solution for a radiation lab using React and Java.

Home Depot, Head Cashier, Madison, AL

Feb 2021 – May 2023

- Direct supervision of a team of 25+ cashiers dedicated to accurate transactions and delivering excellent customer service.
- Trained current and new associate cashiers in all POS transactions and monitored performance.

PROJECTS

Ascend, *Independent Project*

September 2024

 Rock climbing application that utilizes Expo and React to connect the climbing community through scheduling sessions to sharing projects.

Bott's Innovative Research Company Website

- Designed and implemented Bott's Innovative Research company website
- Utilized Vue, Bootstrap, and Figma to design the UI and
- Hosted website using

Other Projects

Personal Site

• My personal site

Stock Track, Senior Design Project,

Aug – Dec 2024

Developed a web application for an Inventory management system using Vue and Django

GreenLens, ACM Hackathon, (1st Place)

Mar 2024

• Designed and developed a React-based website to gamify the recycling process.

Word Journey, Semester Long Project

Aug - Dec 2023

• Developed a Wordle-inspired adventure game using Java, JSON, and Swing.