

# Kenneth Anthony Esdaile

Software Engineer

## Work Experience

*Web Developer Intern : 07/2014 - 09/2014*

**LaGuardia Community College - Long Island City, NY**

- Developed landing pages, dashboards and online applications using Javascript, HTML and CSS
- Developed user interfaces with modern JavaScript frameworks, HTML and CSS
- Used newly learned programming capabilities in PHP, SQL and JavaScript to develop a scheduling system

*Ramp Agent : 2008-11 - 2010-05*

**GSI - John F. Kennedy International Airport, Queens, NY**

- Safely and quickly refueled 2-3 daily aircraft for arrival and departure flights
- Loaded and unloaded all cargo, including luggage and freight, and assisted crew and travelers with bags for over 2-3 daily flights
- Safely operated various types of automotive equipment such as conveyor belts, push-back tractors and tugs
- Connected electrical power unit and hoses to aircraft
- Reported equipment malfunctions to supervisor for immediate repair attention to avoid creating flight departure delays

*Ramp Agent : 2007-03 - 2008-08*

**ASIG - John F. Kennedy International Airport, Queens, NY**

- Loaded and unloaded all cargo, including luggage and freight, and assisted crew and travelers with bags for over 2-3 daily flights
- Reported equipment malfunctions to supervisor for immediate repair attention to avoid creating flight departure delays

## Education

2015-09 - *Bachelor of Science in Computer Science*

2020-06 **Queens College, City University of New York** - Queen, New York

2012-09 - *Associate of Science in Computer Science*

2014-08 **LaGuardia Community College** - Queen, New York

- Dean's List Certificate of Honor

## Projects

02-2020 : **GUI Library**

There are many versions of this project. The first version I created in 2016; however, as time goes on, I came up with better ways of coding a GUI system. So I would redo this project using the logics from the previous one to improve on and build a better system. The latest version has a dynamic typesetting system, a decoupled messenger for even notification, object ref counting support, and much cleaner coding.

05-2019 : **Programming Language Interpreter**

Principles of Programming Languages course project, while I was attending Queen College. This project comes in 4 stages. The first is to build a DFA for the type free programming language, a language similar to Python and JavaScript. The next is to write a parser to parse instructions from the language. The 3rd stage is to write an interpreter to interpret the instructions parsed from the language. The 4th and final stage is to support array allocation and index operations.

09-2019 : **My First Web Portfolio**

09-2014 : **3D Vector Mathematics Library**

09-2013 : **Blogspot Template**

## Address

Brooklyn, New York

## E-Mail

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## Website

kennethesdaile.com

## LinkedIn

www.linkedin.com/in/  
kanthonye

## GitHub

github.com/kanthonye

## Language

English

## Skills

Object-Oriented Programming (OOP), C/C++, Java, HTML, CSS, JavaScript, PHP, Python, OpenGL Shading Language (GLSL), OpenGL API, Git, XML, HTML5, Web Development, 3D Vector Mathematics, GUI Engineering/Programming, Debugging Code, Mac OSX, Windows, Ubuntu, Xcode, Visual Studio, Eclipse, Photoshop, Illustrator, Graphic Designing

## Reference

Available up on request

## Note

For more information, visit my website.