

Kevin Dilts

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SKILLS

- Proficient in a number of programming languages including, Javascript, Java, C++, Haskell, and others.
- Experience with Github, and other revision control systems.
- Experienced in computer aided drafting and 3D printing, specifically with Solidworks, Pro Engineer and AutoCAD.
- A team player and problem solver, who learns quickly, is self-motivated, and reliable.

EDUCATION

Bachelor of Science in Computer Science

University of New Mexico

December, 2014

Albuquerque, NM

Coursework:

- Software Engineering
- Data Structures and Algorithms
- Large Program Design
- Artificial Intelligence
- Numerical Computing
- Operating Systems

EXPERIENCE

Physics and Astronomy Website (UNM)

March 2016

- Design of numerous Javascript programs to replace old educational demonstrations written in Java, including orbit physics demonstrations and star life cycle diagrams.
- Upload programs and manage content on the website itself.
- Troubleshoot any problems reported, and complete any changes requested.

Fuse Industries LLC.

Ongoing

- Design and CAD drawing of products.
- Consult with clients about product design, and production costs.
- Create simulations of pressure, temperature, and weight stresses on products.

Design of “Automaton” Video Game

January 2014

- Worked in team of five students for a semester to develop an educational game.
- The game used token carrying robots to introduce students to programming concepts.
- Created the data structures to represent the game board and positions of pieces.

Advanced Graphics Lab (UNM)

July 2012

- Set up, calibrated, and ran 3D printer.
- Used Pro Engineer to create models to test printer capabilities.