Kennedy McCarthy

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https://github.com/kenmcart

Education

University of Michigan, *College of Engineering*   **Ann Arbor, MI**
Bachelor of Science Engineering in Computer Science   Apr. 2027
- GPA: 3.75/4.0
- Dean's Honor List

Cranbrook Kingswood Schools   **Bloomfield Hills, MI**
- GPA: 4.2/4.0   Jun. 2023

Projects

Origami Arcade   **Dearborn, MI**
Developer   May 2023 - June 2023
- Developed an origami-style island building game in Unity and published it to the Apple App Store.
- Learned about the process of app publishing- including legal requirements such as privacy policies and terms of use.
- Worked collaboratively with two artists to develop a polished final product.
- Used C# to write code for the game.

Social Website   **Dearborn, MI**
Programmer   June 2022 - Aug 2022
- Created a private, personal website using HTML, CSS, Java, and php with the goal of learning how to use databases in web design to improve user convenience.
- Programmed a login system and private chat groups using SQL databases.

Experience

Wolverinesoft   **Ann Arbor, MI**
Quality Assurance Programmer   Jan 2023 - Present
- Works with a team of game developers over a semester to create a polished PC game that will be available for public download.
- Tests for bugs and programming issues to improve the game and ensure that it is ready for release.
- Completes various programming tasks depending on what is needed to complete the project.

Roeper School   **Bloomfield Hills, MI**
Camp Counselor   June 2023 - Aug 2023
- Supervised and led children ages 2-12 through summer camp activities.
- Communicated with parents and co-counselors to provide a positive experience for campers.
- Held responsibility for the safety and well-being of children.

Additional

- **Languages:** English (Native), Spanish (Limited working proficiency)
- **Technical Languages:** Python, Java, C++, C#, Lua, CSS, HTML
- **Technologies:** Github, XCode, Visual Studio, VS Code, Unity, Excel
- **Interests:** Software development, game development