

Kenny Castro-Monroy

holybubbles00@gmail.com

<https://www.kennycm.com>

<https://www.github.com/kennycastro007>

Education

- A.S Computer Science - Raritan Valley Community College

Open Source Contributions

- Refactored error handling in OpenRTC2 (C++)
 - <https://github.com/OpenRCT2/OpenRCT2>

Experience

- Community: A Fan Game - Programmer June 2020 - Present
 - Develop a video game with Unreal Engine 4, C++, & Blueprints
 - Assisted in leading a team of 14 programmers with various skill sets and experience levels
 - Implement and follow agile scrum methodologies
 - Work with other team leads to coordinate between teams to ensure cohesion
- Freelance Full-stack Web Developer October 2020-Present
 - Created/Worked on the following sites:
 - <https://www.duplicity.com>

Skills

- Java
- C++
- Javascript
- Git
- CMake

Projects

- C++ BlackJack ~ <https://github.com/kennycastro007/Blackjack>

Created a Blackjack casino game in a terminal. Utilizes CMake for cross-platform development to allow for unicode characters to be handled within the program. Game is complete with a betting system.

- Node.js Blog System ~ <https://github.com/kennycastro007/blog>

Created a blog with an authentication system using AJAX, Bootstrap, Handlebars.js, and Express. Utilizes AJAX to allow for user login and blog posting without redirecting to another page.