

# Kevin Bopp

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## EDUCATION

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**University of Central Florida, Computer Science, B.S.**

**Aug 2019 — May 2024**

- GPA 3.94, magna cum laude
- Active member of GameDevKnights, KnightHacks, and TEA@UCF organizations
- TA for Intro to C course; assisted students with the foundations of programming
- Relevant courses: Web, Game, and Software Development, Senior Design I-II

## EXPERIENCE

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**Naples Ice Cream Shoppe**

**Dec 2019 — Jan 2022**

*Front-End Developer and Design Intern*

- Prototyped, programmed, and deployed an interactive, responsive React website in a three-month period, aligning with client requirements

*Assistant Manager*

- Managed daily operations including inventory, scheduling, and training in a fast-paced environment
- Ensured high standards in customer service, order accuracy, and sanitation

## PROJECTS

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### Explore | Mobile Application

*Front-End Developer* - Jira, Figma, Git, Flutter, Dart, JavaScript

- Applied Agile Scrum methodology with a team while developing a cross-platform Flutter app featuring math games for children with limited access to education
- Crafted and implemented UI designs and individual game to sponsor specifications

### Tactic Chess | Website

*Front-End Developer* - Jira, Figma, Git, React, HTML5, CSS, TypeScript, REST API, Node.js

- Spearheaded prototyping and front-end development on a full stack chess web application
- Orchestrated a professional environment; collaborated with team members to define and analyze requirements, devise solutions, distribute workloads, and conduct unit tests
- Integrated user account management, email validation, and RegEx within a MERN stack.

### Contact Manager | Website

*Front-End Developer* - HTML5, CSS, JavaScript ES6

- Implemented front-end HTML, CSS, and JS for simple website with CRUD operations
- Programmed login, registration, user management, and data visualization using a LAMP stack

### Camp Croatoan | Unity Game

*Project Manager, Lead Developer* - Unity3D, C#, Trello, QA Testing

- Led a team of four developing a short horror game; managed meetings, progress, and roles
- Focused on character motion, interaction systems, story planning, level design, and testing

## SKILLS

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- **Code:** React, Flutter, JavaScript, TypeScript, HTML5, CSS, C#, C, Java, OOP, Unit Testing
- **Tools:** Git, Jira (Agile Scrum, SDLC), Trello, Figma, Microsoft Office (Specialist Certification: Word, PowerPoint, Excel, Outlook), Unity3D, MySQL, Godot, Express, NodeJS, MongoDB
- Strong interpersonal and organizational skills, exceptional attention to detail
- Highly adaptable and curious about learning new languages, software, and technologies