

Kevin Bopp

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EDUCATION

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
- Relevant courses: Web, Game, and Software Development, Senior Design I-II

WORK EXPERIENCE

Assistant Manager, Naples Ice Cream Shoppe

Dec 2019 — Jan 2022

Performed managerial duties in customer service and daily operations at a local ice cream parlor

- Ordering and stocking inventory, opening and closing, scheduling, and training in a fast-paced environment
- Maintaining attention to detail when taking orders and upholding sanitation standards

PROJECTS

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, HTML, 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 - HTML, 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 in developing a short horror game; organized weekly meetings, managed progress, assigned roles and requirements, and delivered presentations
- Focused on character motion & interaction systems, story planning, level design, and testing

SKILLS

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