

KEVIN WILDE

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Experience with

- Python
- Java
- SQL
- C#
- C++
- C
- JavaScript
- HTML
- CSS
- Bootstrap
- Git
- Functional Programming
- Lisp
- Racket
- Rust

Related Courses

- Algorithms
- Machine Learning
- Intro to Artificial Intelligence
- Computer Networking
- Database Systems
- Programming Languages
- Computer Graphics
- Concurrent Programming in Rust
- Software Testing
- Data Structures
- Human Computer Interaction
- Intro to Computer Systems
- Computer Systems Software
- Discrete Mathematics
- Software Construction

Education

Northwestern University 2014 – 2018
Bachelor of Science in Computer Science
Minor in Economics
GPA: 4.0

Experience

Software Engineer Intern – Sprout Social, Inc. June 2017 – Sep 2017

- Current internship as a backend software engineer on Sprout Social's Platform team.

Teaching Assistant – Northwestern University Sep 2016 – June 2017

- Undergraduate TA for EECS 110: Intro to Computer Programming (for non-majors).
- Undergraduate TA for EECS 111: Fundamentals of Computer Programming.
- Undergraduate TA for EECS 213: Introduction to Computer Systems.

Application Development Intern – Ford Motor Company June 2016 – Sep 2016

- Implemented shortcuts on home page of Product Definition application to allow users to go directly to recently visited pages within the application.
- Developed feature that allows users to download a variety of Excel reports in order to analyze data from the Product Definition application offline.

Software Engineering Intern – AMPY Jan 2016 – Apr 2016

- Implemented a new feature for the AMPY+ Android app that ranks the battery performance users get out of their phone.
- Fixed bugs in Android app, including one that reduced the size of their current database by over 99%.

Software Engineering Intern – Coilcraft, Inc. June 2015 – Sep 2015

- Fully developed three web applications using ASP.NET (C#) and SQL on backend.

Projects

Parcheesi Apr 2017 – June 2017

- Implemented the board game Parcheesi, including the game infrastructure, a GUI, multiple AI players, and networked game play to allow remote players to connect to a server that is administering a game.

WildHunt Nov 2016

- SMS/MMS-based multiplayer scavenger hunt game.
- Uses image recognition to determine if players have found the object they are looking for.

WildeBot June 2016 – Sep 2016

- Artificially Intelligent Bot for Facebook Messenger.
- Can play Mancala and Tic-Tac-Toe and react to insults/compliments.

Chat Server Mar 2016 – July 2016

- Created a chat server that allows multiple users to join/create chatrooms and chat with the other connected users.

Activities/Awards

- Institute for Electrical and Electronics Engineers (IEEE) Northwestern Student Branch Executive Board Member
 - Led group of underclassmen in learning about web development as part of Associate Executive program.
 - Helped plan and host events like "BadHacks" hackathon.
- Northwestern Associated Student Government Tech Services Committee
 - Worked with two other students to create a website to display the results of the annual ASG student survey.
 - Developed prototype of volunteering web application for students.
- Gold medal finisher in HackerRank Week of Code
 - Finished in top 3% of more than 12,000 competitors.
- Northwestern Men's Club Soccer Team
- Tau Beta Pi Engineering Honor Society