


KIERAN SUKACHEVIN

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OBJECTIVE

Recent Computer Science graduate looking to combine skills and interests in software development and art, focusing in the area of graphics-related software or user interface engineering.

SKILLS

Python C++ JavaScript TypeScript HTML CSS Angular Object-Oriented Programming
Web Programming Algorithms Sketching/Visualization Design/Illustration Drawing/Draftsmanship

EDUCATION

B.S. in Computer Science

Walla Walla University

 Spring 2022

Cumulative GPA: 3.66

Minor in Art

Walla Walla University

 Spring 2022

WORKING EXPERIENCE

Web Programmer - Student Association Web Team

Walla Walla University

 September 2021 - September 2022

 College Place, WA

- Wrote and maintained HTML, CSS, and TypeScript code for the Walla Walla University student body website.
- Used Angular framework and continuous development with GitHub.
- Wrote PHP, JavaScript, HTML, and SQL for a student elections page (on WordPress).

OTHER EXPERIENCE

Chapter President - Walla Walla University

Engineers Without Borders

 September 2021 - June 2022

 College Place, WA

- President of the Engineers Without Borders, Walla Walla University Chapter with ongoing engineering projects in Meghalaya, India, Tanzania, and locally in Walla Walla, Washington.
- Managed team of nine chapter officers including project managers.
- Delegated tasks and assigned responsibilities to chapter officers.
- Led weekly meetings and made decisions on chapter matters.

PROJECTS

Playlist Alphabetizer (TypeScript) - [source](#)

- Created an Angular web app that alphabetizes your Spotify playlists.
- Utilizes the Angular Http Client Module to make requests to Spotify API endpoints including user authentication, retrieving user information, and retrieving and modifying user playlists.
- Leverages the Angular component structure with a shared service module for back-end functions (including http calls) and data retrieval.
- Uses the Bubble Sort Algorithm for sorting the songs on a playlist alphabetically.
- Project written in TypeScript, HTML, and CSS.

Personal Website (TypeScript) - [source](#)

- [Check it out!](#)

- Created a personal, Angular website for my projects and art.
 - Uses TypeScript for dynamic DOM changes (opacity, mouse events, positioning, etc).
 - Utilized the Angular component structure as well as data sharing and property binding.
 - Project written in TypeScript, HTML, and CSS.
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Alkalinity Titrator - UI State Machine (Python) - [source](#)

- Created a new UI state machine framework for the open source Alkalinity Titrator project.
 - Created a comprehensive test suite (unit and acceptance tests) for the UI state machine framework (Pytest).
 - Project written in Python.
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Theatre Seating Simulator (Python) - [source](#)

- Created a theatre seating simulator that sells and refunds seats.
 - Uses the MVC design pattern as the model of interaction between the three main classes (model, view, and controller).
 - Project was written in Python and implements a graphical user interface using the PyQt5 package.
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Lights Out (Dart) - [source](#)

- Created a simple 2D arcade-style game.
 - Uses the Flame package for Flutter as the game engine.
 - Uses the Flutter SDK structure to componentize game parts (player, door, background, etc).
 - Created original artwork as sprites and other assets for the game.
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Drawit (Java) - [source](#)

- Created a simple drawing app for Android.
 - Uses the Path, Paint, and Canvas classes to enable drawing.
 - Project was written in Java using the Android SDK.
 - Created original artwork for button and menu assets.
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Other Projects

- [For more projects.](#)