

Isaac Kilbourne

STUDENT · UNIVERSITY OF WINDSOR

Ontario, Canada

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Profile of Skills

- **2+ years of Unity and C# experience** through my own hobby projects; also developed a user interface for developers to easily add a cheat menu to their games which is currently being used in Renditions of the Awakening by Bad Cop Worse Cop Studios.
- Experience with **JavaScript and HTML**. My entire personal website is written with the help of Bootstrap to maintain a fast, modern, mobile-responsive webpage. It also uses Animate.CSS and Wow.JS for animation helpers, and custom Javascript to display an up-to-date project list.

Education

B.S in Computer Science with Honours | UNIVERSITY OF WINDSOR

Ontario, Canada

Sept. 2020 - Present

Experience

Programming Team & Lead Programmer | FIRST ROBOTICS TEAM 7058 - STRATHDROIDS

Ontario

March 2018 - July 2019

- (2019) Led a team of 4 to use **JAVA** to program a robot for the Destination: Deep Space season.
- (2018) Worked in a team of 3 to program a robot with **JAVA** which was on the **winning team** at the regional level for the FIRST Power Up! season.

Developer for Computer Science Society | UNIVERSITY OF WINDSOR COMPUTER SCIENCE SOCIETY

Windsor, Ontario

Feb. 2021 - Present

- Developed features for an open source Discord Bot written in **Ruby** with **DiscordRB**.
- Work with other developers to create a wiki for Computer Science Students using **Git** version control.
- Participate in code reviews for open source projects.
- Attend meetings to discuss current and future goals and projects of the UWindsor Computer Science Society.

Technical Skills

Game Dev Unity Engine, Blender, Adobe Photoshop, Adobe Illustrator, Affinity Designer

Programming C#, C, JAVA, Python, Ruby

Front-end HTML5, CSS, JavaScript, Bootstrap

Operating Systems Windows, Linux

Projects

Terminal-3D | A REALTIME 3D VIEWER FOR THE LINUX TERMINAL

Jan. 2021 - Present

- Developed a custom **graphics API** in **C** which uses ASCII characters to create a canvas-like environment for the **Linux terminal**.
- Wrote custom functions to load mesh data from STL files for the engine to display.
- Learned and used the math behind **3D perspective rendering** to draw wireframe 3D models in the terminal.

kilbouri.github.io | MY PERSONAL WEBSITE

Dec. 2020 - Present

- Created a responsive mobile-first website using **Bootstrap, Animate.css, and Wow.JS**.
- Designed a persistent theme system in **JavaScript** which allows visitors to choose between a light and dark theme.
- Wrote a Node.JS server which caches my repl.it projects to bypass CORS restrictions on the repl.it API.

Honours & Awards

2020 **1st Place Among All UWindsor CompSci Students**, Advent of Code 2020

University of Windsor

2020 **Ontario Scholar**, Grade 12

Strathroy District Collegiate Institute

2020 **ICS4U Highest Academic Proficiency**, Grade 12

Strathroy District Collegiate Institute

2018 **1st Place Team**, FIRST Power Up! Waterloo District Event

FIRST Robotics Competition