

Isaac Kilbourne

STUDENT · UNIVERSITY OF WINDSOR

Melbourne, Ontario, Canada

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Profile of Skills

- **Familiarity with Javascript on the client- and server-side** through developing my own website. I used Node.JS and Express to create a server which serves up my repl.it projects as well as client-side Javascript to fetch my GitHub repositories and repl list (from the aforementioned server) to display up-to-date project information on my website, developed with Bootstrap, Animate.CSS, and Wow.JS.
- **Familiarity with Git version control.** Keeping my projects safe, synchronized, and up-to-date on the cloud is important to me. Git allows me to do just that. I am still learning about all of it's features, though!
- **1+ 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.

Education

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

Ontario, Canada

Sept. 2020 - Present

- First-year 3.3 GPA

Experience

Programming Team & Lead Programmer in 2019 | 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.

Kitchen Staff | BURGER KING CANADA

Strathroy, Ontario

Jan. 2018 - Sept. 2020

- Prepare various food products to customer specification.
- Work efficiently under pressure to complete orders and other tasks in a timely manner.
- Manage stock levels to ensure product is ready when it is needed according to historical sales data.

Technical Skills

Game Dev	Unity Engine, Blender, Adobe Photoshop, Adobe Illustrator, Affinity Designer
Programming	C#, C, JAVA, Python
Front-end	HTML5, CSS, JavaScript, JQuery

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
2020	Ontario Scholar , Grade 12
2020	ICS4U Highest Academic Proficiency , Grade 12
2018	1st Place Team , FIRST Power Up! Waterloo District Event

University of Windsor
Strathroy District Collegiate Institute
Strathroy District Collegiate Institute
FIRST Robotics Competition