Isaac **Kilbourne**

Student · University of Windsor

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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 cheatmenu 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

- First-year 3.3 GPA

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 | 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
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*