

# Kieran King

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## EDUCATION

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California State University, Long Beach

B.S., Computer Science

May 2023

Long Beach, CA

- GPA: 3.32
- Dean's List 2022, 2023

## WORK EXPERIENCE

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Titan Survival

May 2023 – Present

Software Developer

Modesto, CA

- Engineered a specialized inventory management **React** web-app using **TypeScript**, **Express**, and **MongoDB**, centralizing data for over 50 products across 3 e-commerce brands.
- Successfully developed an in-house software solution, eliminating the need for costly external software subscriptions and reducing overall operational expenses.
- Implemented a secure authentication system within MongoDB using **Node.js**, express-session cookies, and **bcrypt** library, enhancing data security through advanced password encryption techniques.
- Designed and developed a **RESTful API**, enabling efficient retrieval of product and user data for frontend integration, thereby enhancing application functionality and user experience
- Led the development of a web application single-handedly using **Agile** methodology, significantly improving efficiency and organization in project execution and management.

## PROJECTS

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Spanish Story AI

[github.com/kizido/spanish-vocab-story-ai](https://github.com/kizido/spanish-vocab-story-ai)

- Built a mobile-friendly language learning web-app in **JavaScript** using React and Vercel serverless functions, enabling users to learn Spanish through custom-generated stories and flashcards.
- Utilized the ChatGPT API to build tailored Spanish stories based on user-selected vocabulary.
- Implemented calls to the Google Cloud Translation API for instant translations to hovered words.
- Integrated URL parameters and query string mechanisms to facilitate seamless and persistent data transmission between web pages.

Bastille Infini

[github.com/WaterKat/BastilleInfiniGame](https://github.com/WaterKat/BastilleInfiniGame)

- Developed a sci-fi third-person shooter game in **C#** and Unity alongside a team of five students of varying academic disciplines, during a semester-long project.
- Programmed multiple distinct enemy AIs, employing advanced algorithms and behavioral patterns in C# to create challenging and varied in-game encounters.

## SKILLS

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- **Languages:** HTML, CSS, JavaScript, TypeScript, Java
- **Technologies/Frameworks:** NodeJS, ReactJS, Express, Git/GitHub
- **Databases:** MongoDB, SQL