

Kobe G. Kimmes

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EDUCATION

University of Minnesota - Twin Cities, *College of Science and Engineering*, Sophomore

Dec. 2025

B.S, Computer Science

GPA: 3.6

RELATED COURSEWORK

Intro to Data Structures and Algorithms (Java), Advanced Programming Principles (Ocaml), Discrete Structures of Computer Science, Computational Linear Algebra (Python, Numpy), Machine Organization and Architecture (C), Data Structures and Algorithms, Intro to Operating Systems (C), Program Design and Development (C++), Programming Interactive Computer Graphics and Games (TypeScript, WebGL)

SKILLS

Languages

- **Proficiency:** Python, Java, C, C++, TypeScript, Processing, Ocaml, zsh, Git

Tools & Technologies

- **Frameworks/Libraries and Systems:** Flask, Numpy, Pygame, SFML, Processing, GopherFX (WebGL)

PROJECTS

Independent Project, Personal Website (WIP)

Mar. 2023–Present

- Created using HTML, CSS and vanilla JavaScript
- First exposure to front-end development and design where I learned the fundamentals of making a simple webpage

Independent Project, 2-D and 3-D Raycaster

Dec. 2023

- Python using the Pygame graphics library
- Created with inspiration from the Wolfenstein 3D game engine developed by id software

Please visit my Github at github.com/kobekimmes to see more projects and graphic implementations

WORK EXPERIENCE

University of Minnesota - Dept. of Computer Science & Engineering

Minneapolis, MN

Student Academic Support - Teaching Assistant (Intro to Data Structures and Algorithms)

Jan. 2024–Present

- The appointment is under the supervision of Professor Chris Dovolis.
- Responsibilities include; grading upwards of 400 students projects submissions, leading in-person lab sections of 30 students or greater and hosting office hours to provide one-on-one assistance to students who attend.

University of Minnesota - Office of Information Technology

Minneapolis, MN (Hybrid)

Sr. Student Tech Services - Service Desk Training Mentor

Nov. 2023–Jan. 2024

- Responsible for the training and supervision of service desk new hires on the basics of customer service etiquette and the fundamentals of proper support and response protocol.
- This responsibility is on top of fulfilling the standard service desk technician role.

Student Tech Services - Tier 1 Service Desk Technician

May 2023–Jan. 2024

- Provide general troubleshooting for students, staff, faculty and users of University of Minnesota web services and technologies. TDX was used to track and record ticket completion and productivity.
- Troubleshooting was typically conducted remotely, over the phone, over chat or via email.
- Various shifts I was stationed at an onsite location to assist with users face-to-face.