

Kupu Tuifua

808-497-8185 | kupuktuifa@gmail.com | www.linkedin.com/in/kuputuifua

Education

Bachelor of Computer Science | Brigham Young University - Idaho | Rexburg,
ID
Data Science Society.

Expected Graduation: 2024 - 2024

Work Experience

Kahulale a Storage Worker | *Kahulale'a* - 2 years

January 2022 - Present

- Maintained and managed where all clothes are kept, updated clothes stock numbers.
- Open, tag, and store all the clothes from box shipments, in time for release.
- Conversed with customers, making sure I answered all questions.

Database Redesign Intern | *Olelo Community* - 3 Months

May 2021 - August 2021

- Tasked with coming up with an idea to fix a broken database and what type of new structure the company can use to store data.
 - Created a mock database with information given to me and made a relational database with MySQL.
 - Presented the information to Olelo Community about how my database can be used in their circumstances.
-

Personal Projects

Star Shooter

- Coded a basic arcade game while practicing coding in C#.
- The game is in progress and consists of a moving rocket ship that can shoot at falling rocks.
- Link to the game: <https://github.com/kupukt/StarShooterProject>.

Personal Website

- Proposed and designed a website in HTML and CSS to help promote a relatives banana bread business.
- Link to Website: <https://kupu-personal-site.glitch.me>.

TCP Chatroom

- Created a chatroom using a TCP connection.
- I created this while working on networking.
- Link to Chatroom: <https://github.com/kupukt/TCP-Chatroom>.

2D Fighting Game

- Coded a part in a team project using the Unity engine to build a fighting game.
 - Wrote the code for player effects as well as spawning of objects.
 - Link to team project: <https://github.com/Tanner-Denti/fightingGame>.
-

Skills

I am great with working with others. I am very flexible and willing to do any task that is assigned to me. I am also great at communicating and making sure that I am always in contact with those I am working with.