# Kurt Dorflinger

Victoria, BC, Canada | kurtd@uvic.ca | kurtd5105.github.io | github.com/kurtd5105

### Education

#### **Bachelor of Science, Computer Science**

University of Victoria, fourth year student.

Expected December 2019 Victoria, BC

### Work Experience

### **Microsoft Corporation Software Engineer Intern**

May 2019 - August 2019

Designed feature for Windows Settings App, engineered in modern C++/WinRT

### Microsoft Corporation Software Engineer Intern

June 2018 – August 2018

- Developed configuration management tool for new features being added to Microsoft Accounts
- Designed and programmed all aspects of the tool, from UI to the backend functionality
- Learned and utilized WPF and Prism to create app with Model-View-ViewModel paradigm
- Designed backend functionality around background workers to ensure UI never froze

### **Relic Entertainment Associate Programmer**

January 2018 – April 2018

• Developed core feature to gameplay experience on Age of Empires IV in C++

### **ACD Systems International Inc. Software Developer**

May 2016 – September 2017

- Developed several features for photo management and editing app written in C++ using MFC
- Improved performance of brushing with threading in C++
- Upgraded Flickr plugin login flow to support OAuth

# **Projects**

# Golang, gRPC, Docker, Protocol Buffers, SQL

### Day Trading Distributed System

- Implemented a mock day trading distributed system
- Wrote microservices containerized with Docker written in Golang that communicate using Protocol Buffers via gRPC

### **C++ SDL, OpenGL** Amorphous Game Clone

- Flash game recreation in C++, developed using OpenGL, SDL and modern C++ standard library features
- Implemented Sprite resource management, threaded Sprite loading and batching

### C#, Unity3D

# Commander of Sagittarius

- Game being created with C# and Unity3D
- Developed algorithm for creating random distributions of stars while maintaining game balance

### **Python**

# Acquire game AI for Windward CodeWars

- Al algorithm created in 8 hours during a hackathon to play the board game Acquire
- Placed second internationally in the competition

### Technical Skills

Proficient: C/C++, C#, Python, Golang, Docker, Git, Java

Familiar: Docker, gRPC, Protocol Buffers, SQL, Java, HTML, CSS