Kurt Dorflinger

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

Education

Bachelor of Science, Computer Science   Expected December 2019
University of Victoria, fourth year student.   Victoria, BC

Work Experience

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

Relic Entertainment Associate Programmer   January 2018 – April 2018
- Developed core feature to gameplay experience on Age of Empires IV

Microsoft Corporation Software Engineer Intern   June 2018 – August 2018
- Developed configuration management tool for new features being added to Microsoft Accounts
- Designed to minimize potential user error for deployment workflow
- 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

Microsoft Corporation Software Engineer Intern   May 2019 – August 2019
- Designed feature for Windows Settings App, engineered in modern C++/WinRT

Projects

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
- AI 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