Kurt Dorflinger

Victoria, Canada kurtd@uvic.ca

linkedin.com/in/kurt-dorflinger github.com/kurtd5105 kurtd5105.github.io

Education

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

Work Experience

Microsoft, *Software Engineer Intern* May 2019 – August 2019
- Implemented feature in Windows Settings App, engineered using C++/WinRT and XAML

Microsoft, *Software Engineer Intern* June 2018 – August 2018
- Developed configuration management tool for new features being added to Microsoft Accounts
- Learned and utilized WPF and Prism to create C# app with Model-View-ViewModel paradigm to ensure a clear separation of data, logic and views
- Used background workers to ensure UI never froze even under long network share queries

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

ACD Systems, *Software Developer* May 2016 – September 2017
- Developed several features for photo management and editing app written in C++ using MFC
- Refactored brushing, increasing performance by 20% and responsiveness under heavy load by threading the brush stroke processing off the UI thread
- Implemented OAuth user authentication for Flickr photo uploading support

Projects

Day Trading Distributed System *(Golang, gRPC, Docker, Protocol Buffers, SQL)*
- Implemented a mock trading system optimized for reliability, scalability and security
- Wrote microservices in Golang that are containerized with Docker and communicate via gRPC using Protocol Buffers

2D Top Down Game *(C++, SDL, OpenGL)*
- Flash game recreation in C++, developed using modern standard library features
- Implemented sprite resource management, threaded sprite loading and batching

2D Turn Based Strategy Game *(C#, Unity3D)*
- MS-DOS game recreation in C# using Unity3D
- Developed algorithm for creating random distributions that also maintain game balance

Board Game Playing AI *(Python)*
- Game algorithm designed to maximize profits by buying and selling investments
- Placed second internationally in Windward CodeWars hackathon

Technical Skills

Proficient: C, C++, C++/WinRT, C#, Python, Go, Git
Familiar: C++/CX, Docker, gRPC, Protocol Buffers, SQL (Postgres), Java, HTML, CSS, XAML