

# Kyle Shoemaker

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## EDUCATION

### Lewis-Clark State College

*Bachelor of Science, Computer Science*, December 2016

*Bachelor of Science, Mathematics*, December 2016

GPA: 3.76

Dean's List: Fall 2011 to Spring 2016

## TECHNOLOGY

**Languages:** Python, C#, Objective-C, Java, C, C++, SQL, HTML, CSS

**Database Systems:** MySQL, SQLite

**Software/Tools:** Visual Studio, XCode, Git, Mercurial, Jira, Bitbucket, Confluence, Poky

## RELEVANT EXPERIENCE

### Software Engineer Intern      Schweitzer Engineering Laboratories      (January 2016 – Present)

- Designed and implemented development tools in Python that worked with Jira, Git, and Mercurial.
- Collaborated with other developers in an Agile environment to create an embedded Linux system using Poky.
- Performed unit, functional, and acceptance testing for own work.

## PROJECTS

### Lewis-Clark State College iOS App – Class Project

- Lewis-Clark State College app written in Objective-C that allows students to view campus events, access email, Blackboard, their student id card, and view campus live-streams and social media.
- Developed the front and back ends for the calendar of events occurring on campus.
- Refactored old code that organized and retrieved event data, and collaborated with another student to implement data caching for the events, which significantly sped up calendar response time.

### Lurk Client and Server – Class Project

- Text-based multi-user dungeon game developed for my Networking class.
- Implemented a Windows GUI client in C# using Windows Presentation Foundation, which provided an interface for playing the game.
- Implemented the server in Python, which handled the game logic and used multithreading to support several players in real-time.

### GUIDE – Hackathon Project

- Lightweight integrated development environment written in Python that allows users to register and use hotkeys to perform different commands and actions.
- Designed and implemented features for registering and listening for user-defined hotkeys.