KYLE LISS

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Summary

- Computer Science student with experience in software design and development using Java, C, Python, and JavaScript
- Major interest in gaining professional software engineering experience through internships and opportunities
- Experience in website development using languages and skills such as HTML, CSS, Flexbox, and learning TypeScript
- Follows Object-Oriented Programming (OOP) and Test-driven development (TDD) development processes
- Creative and focused-like mindset during both educational and professional tasks

Education

Bachelor of Science: Computer Science   **Expected in 5/2025**
Indiana University   Bloomington, IN
- GPA: 3.76 / 4.0 || Computer Science with concentration in Software Engineering and minor in Informatics and Business
- Systems Programming, Data Structures and Algorithms, Discrete Mathematics, Web Design, Multi Var Calculus
- Jiu-Jitsu IU Club, Code.IU, Another Round Professional Men's Acapella, Drone Club IU (Member)

Skills

Languages: Java, C, Python, JavaScript, CSS, HTML, Swift/SwiftUI
Technologies: JUnit, JFrame, Flexbox, Linux Operation, GitHub Actions, Object-Oriented-Design (OOD)
Personal: Problem-Solving, Creativity, Collaboration, Active Learning, Organization, Observation

Experience

IT Technician Assistant   **8/2019 to 1/2021**
NRL Technology   **Valparaiso, IN**
- Worked across NW Indiana installing network systems and or camera systems in a multitude of establishments
- Experience with CAT5e wiring and installation with manual crimping and ethernet cord creation
- Often testing of previously installed systems for damaged, missing, or misplaced wires to solve issues
- Implemented Remote Desktop and later performed routine virus and desktop checks for 20+ customers

Office Assistant   **5/2020 to 11/2020**
Paul's Auto Yard, Inc.   **Westville, IN**
- Worked in office filing and document keeping for roll-off containers around NW Indiana.
- Experience in keeping track of customers and cars stored in yards using Excel spreadsheets.
- Analyzed Data in database to track which inventory still required information and is properly marked.

Personal Projects

Arcade Machine
- Developed program that would allow the user to play a multitude of Arcade games while earning rewards and cashing out on prizes.
- Created completely in Java while utilizing many programming aspects such as JFrames and Data Structures
- Centered around Object-Oriented Programming (OOP) due to the multi-heiarchy of classes working together
- Benefited my experience dealing with Java Software Design while being fun and enjoyable to check out