Kyle Mazza

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Education

California State University, Long Beach
Computer Science, B.S.

August 2017 - May 2019

Santa Monica College
Computer Science

December 2016 - August 2017

University of California, Berkeley
Biomedical Engineering

August 2012 - November 2016

Technical Skills

Languages: C#/C++, Java, JavaScript, TypeScript, Python

Technologies/SDKs: Git, Unity

Web: Node.js, ReactJS, Redux, SQL, MongoDB, Express, Docker, HTML, CSS

Experience/Projects

Quapp   May 2018 - July 2018
CSULB CECS 343, Developer

- Developed a quiz management and administration web application with a small, multi-disciplinary team.
- Trained developers in a MongoDB, Express, ReactJS, and Node.js stack, allowing for more effective communication of ideas and development.

The Maestros   December 2016 - Present
Systence Games, Platform Engineering Intern

- Designed and implemented for Leaderboards microservice, providing real-time statistics for top-rankings players.
- Created a test suite to unit test sections of the code to ensure structured deployment and safe delivery to production.

Unity VR Flight Simulator   June 2018 - Present
San Jose Research Foundation/NASA, Student Researcher

- Programmed aircraft flight behavior and controls in C# through the Unity Editor
- Developed tooling to allow for other developers to easily add additional tracking marker configurations, resulting in increased productivity.