Kyle Heyerman

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EDUCATION

Computer Science
Westminster University - Honors

08/2020 - 05/2024   *Salt Lake City, UT. GPA: 3.7*

Courses

- Algorithms
- Computer Graphics
- Computer Systems & Programming
- Machine Learning
- Databases
- Data, Society, & Decision-Making

EXPERIENCE

Software Engineering Summer Internship
CHG Healthcare

05/2023 - 08/2023   *Salt Lake City, UT*

Achievements/Tasks

- Wrote code using Javascript, Vue, and Jest that is now being utilized in the CHG 'Connect' app
- Completely refactored a sales-force related file independently, shaving 675 lines of code and adding 178
- Wrote UI, Integration, and Unit Tests using Jest.js
- Reviewed over 100 tickets worth of code and gave approvals and comments on behalf of the Software Engineer In Test

3D Printer Manager
Westminster University

10/2021 - Present   *Salt Lake City, UT*

Achievements/Tasks

- Created and altered 3D designs in Fusion 360
- Helped students use 3D printer
- Troubleshooted and maintained 3D printer
- Downloaded and configured 3D models
- Reached out to Westminster programs

Camp Counselor/Camp Maintenance
Camp Geneva

06/2020 - 08/2021   *Holland, MI*

Achievements/Tasks

- Led cabins of kids aged 7-14
- Counselor to parent interaction
- Completed outdoor maintenance work on camp facility

SKILLS

Javascript Python SQL Java Godot C Confluence Jira Webflow Vue Github Agile Scrum Jest Unit, Integration, and UI testing 3D Configurations

PROJECTS

BB's Space Adventure (Software Engineering) (01/2023 - 04/2023)

- Worked in a team to create a mobile game that teaches math for 3rd graders
- Created a level select screen from scratch in Godot that utilizes animations and sound designs
- Successfully used Github and Agile Scrum methodologies to work on a project as a team and share code

Ray Tracer (Graphics) (08/2022 - 12/2022)

- Coded, from scratch, a ray tracer that displayed basic shapes
- Added shadows, depth, and different kinds of lighting to a scene
- Recreated this project in Javascript, originally written in Python

K-Nearest Neighbor (Machine Learning) (03/2022 - 05/2022)

- Coded a Python program that uses the KNN algorithm to make distinctions in a given data set
- Mitigated bias within data set
- Distinguished "predictions of accuracy"

Music Database (Databases) (11/2021 - 12/2021)

- Created a SQL database with multiple layers and data inputs
- Personalized and optimized the database

UNO Game Coding (Intro to Coding 2) (03/2021 - 04/2021)

- Coded a Java program that allows for a player to play UNO against CPU's
- In a contest of 30+ students, achieved 2nd place to code the best CPU at playing UNO