





# Kyle Karasinski

## Computer Science Student

## CONTACT

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## SKILLS

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**Programming Languages:** Java, C++, Python, C#, Lua, SQL  
**Web Development:** HTML, CSS, JavaScript, Node.js, Express.js  
**Online Tools:** GitHub, Git, Visual Studio Code, Microsoft Office, MongoDB, SQLite, Roblox Studio, Unity  
**Technical Skills:** Object-Oriented Programming, Modular Programming, Encapsulation

## PROJECTS

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### Texas Hold'em Poker Game - *Lead Developer* (Jul. 2025 - Present)

*Technologies Used:* Roblox Studio, Lua

- Programmed core poker game mechanics in Lua (Roblox Studio), including turn rotation, chip betting, and pot management, supporting up to 30 concurrent players per server
- Engineered 4 modular systems for game processes including hand evaluation, card ownership tracking, GUI control, and game loop management, reducing code duplication and improving maintainability
- Implemented algorithms to evaluate millions of card combinations, considering private and community cards, ensuring accurate Texas Hold'em Poker logic
- Enhanced user engagement by integrating sounds and animations, boosting interactivity and improving the overall gameplay experience

### Text Adventure Game “Code Break” - *Lead Developer* (Sep. 2024 - Dec. 2024)

*Technologies Used:* Eclipse IDE, Java, Swing GUI

- Programmed user input mechanics with error validation, lowering program errors by ~40% and improving UX flow
- Developed state management by tracking and storing the player's current room to dynamically update the game map consisting of 15+ images
- Designed 3 handler classes for inventory, room, and action tracking, promoting clean and modular code
- Crafted interactive narrative elements creating 20+ examinable and interactable items to enhance player engagement

## EXPERIENCE

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### Site Manager

*Dreamtek Consulting - Livonia, MI*

*Jun. 2025 - Aug. 2025*

- Led and coordinated a team of 24 students, delegating tasks to maintain productivity and meet project deadlines
- Facilitated communication with 50+ students and staff across multiple worksites via Discord to coordinate activities, share updates, and resolve cross-site issues
- Authored lesson plans for use at 3 sites serving 15+ people each, ensuring consistent training and learning outcomes
- Provided individualized technical assistance to 24 on-site students and 50+ remote students and staff via Discord, fostering collaboration and skill development across multiple locations

### Intern Coach

*Dreamtek Consulting - Livonia, MI*

*Jun. 2024 - Aug. 2024*

- Facilitated instructional support to a team of 21 students on character creation and game development concepts
- Tracked and evaluated progress of each of the 21 students to ensure alignment with program goals and deadlines
- Oversaw daily safety and security at the worksite to ensure compliance with operational standards
- Managed technical support by setting up and troubleshooting development software on a weekly basis

## EDUCATION

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**University of Detroit Mercy - Detroit, MI**

**5-Year BS in Computer Science - MS in Software Engineering (BSCS-MSSE)**

*Aug. 2023 - Present*

- Awarded full tuition scholarship through Detroit Mercy's Science and Engineering Equity Development (SEED) program