# Kyle Boos

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| **Education** | **University Of California, Irvine** | **June 2014** |
| | **Bachelor of Science in Information and Computer Science** | |
| | **GPA: 3.513** | |

**Objective**:    To acquire an internship position over the summer as a software developer at a technology company.

**Skills**

**Programming Languages:** Java, C++, C#, SQL
**Proficient in:** Eclipse IDE, Visual Studio, Android OS
**Knowledge of:** HTML5, JavaScript

**Projects**

**Undergraduate Research Opportunity Programs**                **June 2012 - Present**

- Currently involved in two projects under the advisement of published University professors regarding swarm robotics and augmented reality.

**Founder of Published Android Application "Learn UCI"**        **Spring 2012 & October 2012**

- Worked with a team of four students to imagine, design, and program a mobile application.
- Managed the development and design of the application's interface and user experience.
- Features: custom augmented reality, custom GUI, and Google Maps integration.

**UCI Mobile Application Showcase Event 1st Place Winner**        **Spring 2012**

- Competed against small teams of undergraduate and graduate students to create a mobile application in which the only constraint was to use the Android Platform.
- Collaborated with two other students in creating our project, the Autonomous Android Vehicle, over the course of six weeks.
- Project totaled three applications and two robots featuring object recognition, object tracking, obstacle avoidance, accelerometer vehicle control, and Bluetooth connection.

**Video Game Development Club "Game Jam" 1st Place Winner**        **Winter 2012**

- Worked with a team of 10-12 students to imagine, design, and program a video game.
- Created "Massteroid," a classic top to bottom arcade style video game in which the player collects and avoids objects in order to grow a controllable meteor as large as possible before crashing into earth.

**Experience**

**Mobile Application Developer at M2Catalyst**                **June 2012 – September 2012**
Aliso Viejo, CA

- Designed and developed the UI infrastructure for multiple mobile applications.
- Implemented texting application back-end including SMS messaging, custom popup notifications, and custom text effects.

**Billing Coordinator at California Healthcare Medical Billing**        **October 2008 - December 2011**
Escondido, CA *and* Irvine, CA

- Responsible for all related medical billing activity for the purpose of maximizing AR (accounts receivable) collections for clients.
- Areas of concentration include: entering charges and posting payments, reviewing claims, handling correspondence, and providing customer service to clients and patients.