Kyle Vondra

Software Engineer

Team-oriented software engineer seeking to use skills as a team member, a leader, and a developer. Participated in fast-paced development environments such as corporate jobs, startups, software internships, game jams, and personal projects, and work well in any team culture or work setting to create optimized, user-friendly software, video games, multipurpose game engines, and high-fidelity graphical applications.

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WORK EXPERIENCE

Software Engineer
Deloitte

01/2022 - Present   *San Jose, CA*
Site Reliability Engineer working on mid-platform development
Achievements/Tasks

- Help develop and expand backend US infrastructure and growth by building and maintaining highly-scalable, efficient and robust trust and safety platforms and tools
- Perform lifecycle management of production systems including change management, service deployment, operations and emergency response
- Provide strong support during big events to ensure the system is capable to consume large volume of Internet traffic

NASA Software Engineer Intern
Crown Consulting Inc.

03/2021 - Present   *San Jose, CA, USA*
Software consulting company working with NASA's SBIR project to develop tools for engineers.
Achievements/Tasks

- Developed interactive web app features with React.js, JavaScript, Python, Pandas, PyMySQL, SQL, MySQL, AWS DynamoDB, MySQL Workbench, Git, and Jira
- Written SQL and Python scripts to migrate, edit, and manage backend data in MySQL tables and AWS DynamoDB databases
- Designed UI and made web apps more user-friendly

Founder/Software Engineer
Monarch

03/2020 - 07/2020
Worked with a small group of startup founders developing a web platform for Esports athletes.
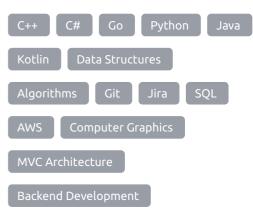*Achievements/Tasks*

- Utilized Python, Django, PostgreSQL, GCP, Git, and others to develop a web platform
- Participated in the development of a business plan
- Help develop timelines, schedules, and presentations of the project

EDUCATION

Bachelor's of Science, Game Design Engineering
University of Silicon Valley

01/2017 - 12/2021   *San Jose, CA, USA*

SKILLS

C++ C# Go Python Java Kotlin Data Structures Algorithms Git Jira SQL AWS Computer Graphics MVC Architecture Backend Development

LANGUAGES

English
Full Professional Proficiency

Spanish
Elementary Proficiency

INTERESTS

Language Learning   Esports

Game Development