

# Kyle Weinert

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## Objective

To get either an internship or co-op in the Software Engineering field.

## Education

- Iowa State University
  - Major: Software Engineering
  - Expected graduation year: 2021

## Technical Skills

- **Languages:** Java, JavaScript, HTML, CSS, C, C++, JSP, SQL, MySQL
- **Operating Systems:** Windows, Linux, Android

## Large Class Projects

- C++ Rogue-like game. Maps were generated algorithmically with rooms and passageways. NPCs had randomly chosen qualities to control movement.
- JSP website, built on a Tomcat 8 server, using a MySQL database to search political tweets based on various user demographics.
- Currently working as group manager on an Android app with three classmates to allow people in a group to decide what media to view/listen to as well as sync playback between devices. It is being built using Android Studio with a Java and MySQL backend.

## Personal Projects

- Developed video analysis web app for high school physics courses using JavaScript, HTML, and CSS. It is used to gather data on the movement of objects in video.
- A text adventure game based on Zork where the player can explore a dungeon, find treasure, and battle monsters.

## Special Recognitions & Awards

- Received the Engineering Department award at Humboldt High School graduation.
- National Honors Society

## Clubs & Activities

- Information Assurance Student Group (IASG) – 2017-19
  - Participated in Cyber Defense Competition.
- FTC Robotics Club – 2015-17
  - Designed and built a robot to compete between schools.
  - Managed Sponsorship and Outreach team.