

# Khari Ollivierre

## Computer Engineer

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### Khari Ollivierre

9051 Silver Lake Drive,  
Leesburg, Florida 34788

(352) 552-0006

[ollivierre.khari@gmail.com](mailto:ollivierre.khari@gmail.com)

*References available on request.*

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## Summary of Qualifications

- Bachelor's degree in Computer Engineering from the University of Florida.
  - 2+ years of experience within the full-stack development cycle.
  - Self-motivated learner driven to seek and archive knowledge of significant and emerging technologies to support my skills and value as an engineer.
  - Excellent communicator who can express ideas and concepts to a diverse audience.
  - Team player concerned with complementing my partners' strengths and weaknesses in order to support our success.
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## Technical Skills

- **Database Management:** Oracle, MySQL, Postgres, MongoDB
  - **Scripting:** Python, Bash, JavaScript, Dart, PHP
  - **Data Science:** R, Python with Anaconda, Tensorflow
  - **OS Environments:** Apple (macOS, iOS, tvOS, watchOS), Android, Linux (Ubuntu, Arch), Windows 10
  - **Cloud Architecture:** AWS, Google Cloud, Oracle Cloud
  - **Mobile Development:** iOS and Android SDKs, Flutter cross-platform SDK
  - **Object-Oriented Programming:** C family, Java, TypeScript, Swift, Dart, Go, Rust, Max for Ableton
  - **Blockchain:** Solidity on Ethereum, blockchain, cryptocurrency and smart contract design with Python.
  - **Graphics and Video Game Design:** Unity, Unreal Engine 4, OpenGL, Oculus VR, ARKit for iOS.
  - **Web Development:** ReactJS, VueJS, HTML/CSS/JS, Apache, NodeJS, Django, Ember, Laravel
  - **Microprocessors/Digital Design:** ARM, x86, MIPS, VHDL
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## Educational History

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### University of Florida / B.S., Computer Engineering

January 2014 - December 2018, Gainesville, FL

- Concentration in Software.
  - Member of Student Financial Task Group (2018).
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## Professional Experience

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### Modernized Mobile / Engineer

January 2018 - December 2018, Gainesville, FL

- Meet with clients to discuss commercial and consumer software and marketing needs and discuss potential solutions.

- Secured \$10k-\$100k development and marketing contracts with clients across diverse industries.
- Develop and maintain parts of the full technological stack for clients interested in mobile apps through launch.
- Provide strategy and direction for sales associates who will reach new clients.
- Research and implement new technologies for existing and upcoming projects.
- Maintain knowledge on current legislation and requirements concerning several professional fields, particularly medicine.

## **UF Computing Help Desk / Lead Technical Consultant**

September 2014 - May 2018, Gainesville, FL

- Provided advanced technical support to over 100,000 university members.
- Helped clients understand what is causing their issues and found solutions for them.
- Met face-to-face with clients and provided a friendly and positive customer service experience.
- Advised other staff on complex technical issues.
- Responsible for the management of secure PII for university members.
- Helped clients handle security vulnerabilities within their online university presence.
- Reached out to over 50 clients daily with new or ongoing issues to find solutions for them.

## **Cade Museum / Speaker, Living Inventor Series**

September 2018, Gainesville, FL

- Hosted a workshop for groups of 30+ students from ages 8-18 where I shared my experience and answered questions about my career in software development.
- Developed iOS programs to support the museum experience:
  - MoMo SolAR: an AR experience that allows the user to explore the solar system (Solo)
  - MoMo ART: an AR application that allows users to paint 3D art around them through their phone (Solo)
  - CadeMuseum: a companion app for the Cade Museum that provides audio tours, scavenger hunts and event schedules to users (Associate)
- Introduced students to the Scratch programming language to demonstrate the principles of software design and inspire interest in computer programming.

## **VR for the Social Good Initiative / VR Developer**

August 2017 - December 2017, Gainesville, FL

- Created VR applications that benefited non-profit organizations and charitable causes using Unity and graphical modeling software (Maya, Blender) for the Oculus Rift.
  - Mindscaping -- A solo project created to support The Meditation Initiative by inspiring and encouraging mindfulness in its users. Website: <https://ollivierrekhari.wixsite.com/mindscaping>
  - Food Insecurity in Immigrant Populations -- A team project created to support Dr. Montserrat Corbera's efforts to raise awareness about the issues of food insecurity facing America's vulnerable immigrant youth.

