

# Sven Kuhne

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## Education:

Major: Computer Science, Bachelor of Science Degree    GPA: 3.95  
University of California, Davis  
Expected Graduation: June 2021

## Skills:

- Software development using Java, Javascript, C, C++, Python, and Dart for work, school, and personal projects.
- Web design involving React, Vue, HTML, CSS, and Javascript and mobile development in Java, Flutter, and React Native.
- Works with NPM and node.js to create web-based applications and utilizes libraries such as Vue.js for front-end
- Knows how to build upon and work with large/established codebases in order to upgrade user experiences.
- Has competitively programmed applications and games since 6th grade (8 years experience).
- Good understanding of Linux, Git, and Command Line Interface for productivity and testing purposes.
- Can quickly learn new programming languages and third party library functionality if needed.
- Understanding of threading and asynchronous tasks from Java and Javascript respectively.
- Experience with memory management from C++, C, and MIPS Assembly.
- Writing test cases in Google test to check for proper working conditions of C++ code.
- Experience in API and full stack development using Python.

## Experience:

### *Software Engineer and Tester at Bouncer: February 2020 - Present*

Makes web pages for the company using React and Next.js for a server-side, SEO optimized experience. Provides through various means, testing and training images for the machine learning algorithm as well as insights on how to fix false positives and false negatives.

### *Software Engineering Intern at Navis: June 2019 - September 2019*

Creates and improves products as a part of the rail team at Navis, a company responsible for automation and management of global trade, ranging from container vessels to trains. Uses a variety of APIs and has gained experience in an environment with corporate workflow.

Works with data and running data through various algorithms to parse and make the data useful. Is expanding on existing technologies/codebases and enhancing customer experiences. Gained meaningful prototyping and design experience, building applications from scratch using node.js and vue.js with documenting libraries such as JSdoc.

### *Animator at Aggie Studios: November 2018 - June 2019 / Senior Animator at Aggie Studios June 2019 - Present*

Works in an on-campus organization responsible for producing videos. Has regular deadlines and must communicate well with others in order to produce quality animated content. As a senior animator, additional requirements include managing teams of animators, dividing workloads, developing creative ideas, and managing the pre-production, production, and post-production phases of videos.

### *Teaching Assistant at SBDS: February 2016 - May 2018*

Taught children how to speak a second language. Gained leadership skills and a better understanding of what it means to help others understand new content. Provided a better learning experience to students by working together with other TAs and the teacher.

## Projects:

### *Marbleous - 2015*

Made one of the first 3D offline games on the Chrome Web Store which reached a peak of 15,000 active users. The game was created in 2015 using the Playcanvas API for WebGL, HTML, and Javascript.

### *Swing Draw - 2017 - 2018*

Programmed an application that allows the user to create educational videos like those found on the Khan Academy website. This program was written in Java and used two libraries for drawing with tablet pressure sensitivity and video encoding.

### *Quote Me! - 2019*

Wrote an application using the Flutter SDK together with the Dart programming language. The application presents a beautiful user interface to display quotes which users add themselves. Quotes are saved into a database using JSON file format and are easily sortable and searchable within the application. This application was released on the Google Play Store.

## Volunteering:

### *Game Development and Arts Club - Workshop Comanager*

Designs workshops for students of all levels of experience, helping them with the basics of game design. Workshops include everything from art and storytelling to basic coding in a variety of different game engines. Not only teaches the workshops, but also drafts and creates them from scratch. Game engines range from simple engines like Bitsy to complex engines like Unity.

### *Cybersecurity Club - Social Media Comanager*

Creates advertisements for the club using Adobe Illustrator. Is also responsible for designing and updating the club website with news about workshops and events.