# KEVIN J. TURKINGTON

(+1) 000 000 0000 ♦ TurkingtonKevin@gmail.com ♦ github.com/zainkai

### **EDUCATION**

Oregon State University Fall 2014 - Spring 2018

Computer Science, B.S.

Center for Advanced Learning Charter School Fall 2013 - Spring 2014

Computer Science Branch

Mt. Hood Community College Fall 2010 - Summer 2015

**Dual Enrollment** 

### SKILLS & COURSEWORK

Programming Languages C/C#, Python, TypeScript, HTML, CSS

Frameworks React, MVC, ASP.NET, NodeJs

Coursework Web Development, Data Structures, Operating Systems I/II, Fun-

damentals of Software Engineering I/II

Miscellaneous skills
Operating Systems
Agile software development, Git workflow
Windows 7/10, Arch Linux, Ubuntu

#### EXPERIENCE

# Center for Applied Systems and Software

March 2016 - Present

 $Junior\ Software\ Developer$ 

Worked in large development teams as a junior developer on projects for the Oregon Department of Transportation and Smarter Balanced.

# **CLUBS & PROJECTS**

## NASA University Student Launch Initiative

Fall 2017 - Spring 2018

Rover Programmer

Designed and programmed the software of the OSU USLI competition rover while conducting educational outreach sessions with local schools and maintained the team website.

Smarter Balanced Summer 2017 - Present

Sample Items Website

Refactored and added features for the Smarter Balanced websites used by 4700 educators across the United States to compare individual students' academic performance on a national level.

# Oregon Department of Transportation

Spring 2016 - Summer 2017

TOCS Resource Management

Maintained, refactored, and updated the Transportation Operations Center System code base. This system coordinates emergency response teams to decrease response times for accidents and other disasters.

React-Advanced-Filter Fall 2017

Created and optimized an NPM downloadable React component used for filtering results from search queries.

# American Society of Mechanical Engineers

Winter 2016 - Winter 2017

WebMaster

Maintained and updated club website.