Kyle J. Smith

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EDUCATION

Arizona State University   June 2027
M.S. Computer Science

University of California, Santa Cruz   June 2024
B.S. Computer Science

COURSEWORK

Courses: Object-Oriented Programming, Data Structures & Algorithms, Foundations of Programming Languages, Discrete Math, Linear Algebra, Calculus, Physics, Probability & Statistics
Awards: Dean's Honor List

SKILLS

Languages: C/C++, C#, Python, Java, JavaScript/TypeScript, HTML/CSS, LaTeX, SQL, PostgreSQL, Kotlin
Tools: Git/GitHub, Unix Shell, Linux, VS Code, IntelliJ CLion/PyCharm/IDEA, Docker, Redis, JIRA, Unity, Bukkit, Spigot, Paper, Gradle
Frameworks/Libraries: React, Node.js, Jest, Flask, JUnit, Material-UI, FastAPI, TailwindCSS, Express.JS, REST, .NET, NumPy
Soft Skills: Leadership, Creativity, Collaboration, Detail-Oriented

EXPERIENCE

Freelance Java Developer | *Minecraft Plugin Development*   June 2024 – Present
- Develop custom Java-based plugins for Minecraft servers tailored to client specifications, enhancing gameplay functionality, user experience, and server performance
- Collaborate directly with clients to gather requirements, understand business needs, and deliver high-quality, functional software solutions within agreed-upon deadlines

iD Tech | *Online Coding Instructor*   June 2022 – Aug 2022 | July 2021 – Sep 2021
- Instructed students in Python, Roblox, and Java programming, fostering a deep understanding of coding principles and game design
- Designed and executed lesson plans to enhance students' proficiency, receiving recognition for mentorship and inspiring young learners in STEM

PROJECTS

Partage: File Sharing App | *Rust, Cargo, Git, SQLite, HTTP*   February 2025
- Utilizes a HTTP server to accept file creation and fetch requests. The files are stored in a SQLite database on the server
- Users can upload and download specified files easily using the intuitive command line tool

UC Universe | *Unity, C#, Git, Unix Shell, VS Code*   June 2024
- Team project for Computer Science Capstone course at UCSC
- Developed a Unity game that allowed players to learn detailed information about the services, location, and benefits of the various UCs of California
- Successfully utilized the Agile scrum methodology process to iterate on the game with team members

Email App in React | *React, HTML/CSS, Express.JS, Google Material-UI, Git, Unix Shell, VS Code*   March 2024
- Developed a full-stack web application to display user's emails in a formatted structure.
- Utilized Google's Material-UI to add styled React components for use in the application
- Followed a test-driven development approach using Jest to test new features added iteratively