

SUMMARY

I am passionately and continuously expanding my programming knowledge, I am dedicated to enhancing and optimizing the quality programs and applications I work on. My motivation stems from the satisfaction of successfully delivering projects. I look forward to contribute to a collaborative team environment while advancing my career in programming.

INFO

 Gresham, Oregon, United States

 971.533.6834

 kevin@kavemans.dev

 *Hidden for privacy reasons*

 github.com/Kaveinator

 kavemans.dev

SKILLS

Programming / Development

C#, ASP.NET, SQL, Unity Engine, NodeJS, JavaScript, HTML/CSS

Frameworks / Libraries

MVC 5, Entity Framework, Bootstrap 4

Databases

MS-SQL, MySQL, SQLite3

Project Management

Azure Boards, GitHub Projects, Trello

Version Control

Git, GitHub

Integrated Development Environments (IDEs)

Visual Studio 2017-2022, JetBrains Rider

Kaveman

Junior C# Developer

Note: This resume was downloaded from a public source. Some information was hidden due to privacy concerns. Please contact me for the full Resume

Relative Experience

Prosper IT Consulting

Portland, OR
Apr - May 2024

Software Developer Intern (C#/ASP.NET MVC)

- Using Entity Framework Code First, I built data models that allowed storage of digital content
- I made a Content Management System (CMS) using ASP.NET MVC
- I made CRUD pages to make managing digital content easier

Revive Tanki X

Remote
Apr - Oct 2023

Part-Time Unity Developer (Unity/C#)

- Create and released 4 new in-game items
- Built and released two maps
- Created scripts that accelerated development by automating local updates for testing

Revive Tanki X

Remote
Dec 2022 - Jan 2023

Part-Time Web Developer (JavaScript/HTML/CSS)

- Created and styled a landing page for the game
- Created a leaderboard page, which requested the top 50 players in rank and experience from the server API and rendered it on the webpage
- Deployed the Webserver and webpage content on OVH Cloud

Revive Tanki X

Remote
Feb 2021 - Aug 2021

Part-Time Backend Developer (C#/SQLite3)

- Created a database for user authorization using ADO.NET
- Created an authentication system
- Made a communication library to communicate between the database and game server (based on Simple.NET)

SkyChat

Remote
Apr 2021 - May 2021

UI/UX Engineer (Electron/Javascript/HTML/CSS)

- Created UI animations and client functionality
- Responsive design which scaled from mobile to desktop-sized monitors
- Created client API which rendered messages and server automatically so server implementation only required updating of local messages directory

Web Hosting Service

Personal Project
Feb 2021 - Apr 2021

Software Developer (NodeJS/MySQL/JS)

- Made a Website Hosting service using nodeJS and express.js on the server
- Used MySQL to store and retrieve data
- Had basic account login/creation
- Users were able to upload files via FTP
- Users were able to turn project/sites on or off

Education Hub

Personal Project
Aug 2020 - Sep 2020

Software Developer (NodeJS/MySQL/JS/CSS/HTML)

- A personal project based on making a site for learning code, where there were channels, courses and videos (from YouTube) for course material
- Used express.js to serve data
- Used MySQL to store and retrieve channel, video and comments data
- Used server side rendering to serve web pages so that web browsers would use minimal JavaScript

Center for Advanced Learning (CAL)

Gresham, OR
Dec 2018 - Jun 2019

Unity Programmer (Unity/C#)

- A single-player airplane shooter game developed using Unity 2017
- Basic game economy which has two airplanes to choose from and it was upgradable(stats were increased based on a math formula with x amount of upgrades passed into it)
- Wrote AI enemy airplanes that would attempt to target the player

Education and Training

Tech Academy (TTA)

Portland, OR
Jan - May 2024

C# and .NET Bootcamp

Comprehensive overview of software development with courses in HTML5, CSS3, JavaScript/jQuery, SQL/MS SQL Server, C#, ASP.NET MVC, Source Control (Git), and Agile product development methods (Scrum).

Center for Advanced Learning (CAL)

Gresham, OR
Sept 2018 - Jun 2020

Information Technology (IT) Course

I went to this school during my last two years of High School. I took classes in Intro to Computer Science & Information Technology, Cybersecurity 1 & 2, Intro to Programming (Python2/3), Game Programming (Unity Engine, C#), Web Development (HTML, CSS, JS, NodeJS) and Electronics (Arduino and C/C++)