DAVID J. KENT

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RELEVANT SKILLS

- Unity, C#, CUBS, Python, Java, HTML, CSS, JavaScript, PICK/BASIC, C, Visual Basic
- SQL & MySQL & TCL, Unix/Linux, Windows PowerShell, HP Quality Center, Bash & Shell Scripting, FTP, HTTPS, Assembly Language, Machine Code
- Storage & Memory Management, Use of Prefabs, Asset Integration, Rendering, Texturing, Lighting, Shading, Animation, Sound FX, Particle FX, Game/Level Design, UI/UX Development, Post-Processing.
- API's, Object Orientated Programming, Algorithm Design, Data Structures, Regular Expressions (Regex), AWK/SED/GREP & Piping, Debugging & Handling, Detailed Comments, Efficiency Programming, Program Testing, Quality Assurance, Team Management, Communication (written & oral), MS Word, MS Excel, Monarch Models, LaTeX, Photoshop
- Agile, Scrum, Version Control (HP Quality Center, GitHub).

EDUCATION

University of Texas at San Antonio, Bachelor of Science in Computer Science

Nov 2018 – May 2021

Subject Matter:

• Data Structures	• Systems Programming
• Database Systems	• Application Programming
• Mathematical Foundations of Computer Science	• Computer Organization
• Discrete Mathematics	• Data Science
• Software Engineering	• Computer Networks
• Data Mining	• Artificial Intelligence
• Computer Architecture	• Analysis of Algorithms
• Automata Comput & Formal Lang	• Operating Systems
• Advanced Software Engineering (DevOps)	• Cyber Security

WORK EXPERIENCE

Software Developer- Linebarger Goggan Blair & Sampson - SA, TX   **March 2022 – Aug 2024**

- Managed weekly defects through a quality control center, ensuring timely completion and high standards.
- Led new client implementation projects, developing tailored programs to meet diverse client needs.
- Automated existing processes and designed innovative programs to streamline program creation.
- Gained comprehensive knowledge of the system, database, and new coding techniques and skills.
- Collaborated effectively within a team while working independently to complete projects weekly.

Production Analyst- Linebarger Goggan Blair & Sampson - SA, TX   **June 2021 – March 2022**

- Began in Client Support to gain foundational knowledge, then advanced to Production Analyst within a month.
- Pulled, processed, and organized data for multiple clients.
- Took on the responsibilities of four out of six team members (including the lead) after their departure.

Cashier, Trainer - Dairy Queen - Helotes, TX   **Apr 2017 – Oct 2020**

General Manager - Ernest E. Ponce, Ph: (210) 885-3062 / Email: erniep7069@yahoo.com

- Customer interface for food orders.
- Floor leader and new employee trainer.

Personal Development (current) – "Crown's Call" – Language: Unity, C#
- Individually developing an online multiplayer video game where players will play as a team of five against another team of five. The map is abundant with resources used for crafting to aid the players against the other team. The objective of the game is simple; to eliminate the opposing team's king. The game's style matches those of RPG and MOBA.

Database Systems - Language: SQL, Python
- Individually developed a model-scale company database which allowed for records creation, editing, deletion, insertion, and querying. Used python to host the SQL code and help run the database for testing (along with a database viewing program) by implementing SQL's functions.

Advanced Software Engineering (DevOps) (team) - Language: JavaScript, Docker, Kubernetes
- Worked with a team to build an online API system that facilitated a database system. Both the API and the database were created using a Docker/Kubernetes system along with AWS and CI/CD to allow for easy creation, handling, and testing.

Data Structures (team) - Language: C
- Led a team of four creating an airline flight time tracking system. Global airport application incorporated scheduling, connecting flights, and delays as applicable across multiple time zones. Used data structures to record information and implement Warshall's Algorithm.

Applications Programming (team) - Language: Java
- Led a four-person team demonstrating applications knowledge via a kiosk simulation. The program tracked a range of user security levels and product inventory while providing sorting and search capabilities.

Data Mining (team) - Language: Python
- Worked with a team to build a data mining algorithm using the Apriori algorithm to read passages and generate data on occurrence of chosen word characteristics.

Artificial Intelligence (team) - Language: Python
- Devised an application enabling users to chart the most efficient way to complete geographical (map-based) tasks.