

# Jack Kill

Lawrence, KS | [jackkillbusiness@gmail.com](mailto:jackkillbusiness@gmail.com) | 913-484-5337 | [jackkill.com](http://jackkill.com) | [linkedin.com/in/jgkillbusiness](https://www.linkedin.com/in/jgkillbusiness)

## Education

---

### University of Kansas

Bachelor of Science in Computer Science

**Expected Graduation Date:** May 2024

Lawrence, KS

## Work Experience

---

### Propaganda3

June 2022 – January 2024

Software Engineering Intern

Overland Park, KS

- Collaborated with a team of developers to create client apps & websites, as well as automated maintenance scripts & test cases.
- Gained hands-on experience with SaaS and Agile Production methodologies in a dynamic team-based active learning environment.
- Gained a greater understanding of project management by observing projects that reach tens of thousands of end users from conceptualization to first release, while considering various factors such as performance, efficiency, and ADA compliance.
- Tools used include JavaScript, TypeScript, React-Native, Expo, Python, Selenium, PHP, AWS, and Propaganda3's WPO library.

### New York Presbyterian Hospital

July 2023 – August 2023

Information Technology Intern

New York, NY

- Assisted a team of IT Analysts in providing support to hospital staff and the installation & configuration of new hospital systems.
- Demonstrated strong problem-solving abilities in resolving complex IT issues involving both software and hardware.
- Attended and contributed to staff meetings related to systems planning, workload optimization, and machine learning integration.
- Learned about large-scale technology deployment, network deployment & integration, and systems management.

## Projects

---

### EduStone

<https://tinyurl.com/edustone>

- Created an academic organization app that automatically populates with course loads, streamlines & gamifies assignments, and rewards students for academic success.
- Developed the project using Expo and React-Native for frontend with a backend written in Go.
- Progressed efficiently in a team environment of 4 students using an agile workflow with biweekly sprints.

### Ring Tavern

<https://tinyurl.com/ringtavern>

- Created a social media app enabling users to share contact information with varying levels of security & visibility.
- Recognized as 2<sup>nd</sup> place for outstanding achievement in the General Track of Hack KU 2023, a prestigious hackathon event.
- Developed the app using Expo and React-Native with a Firebase backend for rapid progression.

### Frog Pal

<https://tinyurl.com/frogpal>

- Created a desktop application that displays opponent data normally unavailable to user including name, rank, rating, win rate, and character usage in a simple and eye-pleasing format, with plans for replay analysis and matchup-specific gameplay tips.
- Intended for use with Slippi, a Smash Bros. Melee mod and framework that enables replay generation and analysis, online play, and an open-source development environment.
- Developed the project in JavaScript using Electron for frontend design and community-driven RESTful APIs for data retrieval.

### Sweet Spot 7

March 2023

- Coordinated a nationally recognized regional tournament for Smash Bros. Melee & Smash Bros. Ultimate with 350+ participants.
- Communicated with university staff and professional players, helping manage venue, equipment, and travel budgets.
- Managed volunteers and timelines involving tournament schedule, livestream uptime, and equipment distribution & usage.

## Skills

---

**Technical:** C++, C, JavaScript, TypeScript, Python, Go, CSS, SASS, HTML, Twig, React, Electron, Expo, Arduino, Lua, UNIX

**Teamwork:** Project Management, Adaptability, Monday.com, Notion, Japanese

**Hobbies & Interests:** KU Gaming & Smash Bros. Clubs, Gaming, Traveling, Model Kits, Custom Controllers, Cars, Anime & Manga