

Kevin Schildhorn

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Objective: To become a software engineer, with focus on Mobile Development and Object Oriented Programming

Education:

Rensselaer Polytechnic Institute
Bachelors in Games & Simulations Arts and Sciences. Spring 2010
Concentration: Electronic Arts
Dean's List, GPA: 3.27/4.00

Georgia Institute Of Technology
Online Master Of Science Computer Science (OMS CS), Winter 2017
Specialization: Interactive Intelligence
GPA: N/A

Experience

Crestron Electronics Rockleigh NJ
Jan 2015 – Present Software Engineer

- Created software designed for Home and Office Automation on mobile platforms
- Used XCode and Objective-C as well as Android Studio and Java to create mobile applications, as well as writing some C++ for cross-platform code
- Updated multiple mobile applications that connect to a control system to control crestron products
- Worked in a team to develop PinPoint, a mobile application to schedule meetings for large enterprise companies

SCM Products Hauppauge, NY
May 2013 – Dec 2014 Software Engineer

- Created software designed for Fire Fighters, both on PC and mobile platforms
- Used XCode and Objective-C as well as Android Studio and Java to create mobile applications, as well as using Visual Studio C++ and C++ to make desktop applications
- Created MRS, a mobile application used to transfer incident information back and forth between fire fighters and fire departments for iOS and Android.
- Helped develop a program to record patient information from and incident to be used by a medical facility using C++ and Visual Studio C++

Personal Projects
Jan. 2013 – Present Game Developer

- Designed and developed games using Unity in spare time, creating all assets
- Created games using Unity, MonoDevelop, Visual Studio and C# scripting
- Created websites for myself and my game development alias

Programming Skills: Computer programming: C, C#, C++, Objective-C, Java
IDE: Android Studio, Eclipse, MonoDevelop, Unity, Visual Studio C++ 2010, XCode
Operating Systems: Android, iOS, Windows