KADYN Z. MARSHALL

(360) 595-8527 | linkedin.com/in/kadynmarshall | KadynM49@gmail.com

OBJECTIVE

Kadyn is a results driven individual searching for a software engineering position at Microsoft that will provide technical challenges and opportunities to grow as a developer. He is a proven leader strongly believing in the growth mindset, and is successful at collaborating on team projects using his excellent communication skills. His interests include full stack software development, data visualization, and operating systems.

EXPERIENCE & PROJECTS

- **WWU Lead Computer Science Mentor**　　　　　　　　　　　　　　　　Jan. 2019 - Present
    - Practices leadership by facilitating meetings and workshops, and overseeing more than 40 student mentors
    - Exercises communication skills by helping students understand technical concepts and computer science fundamentals
- **CDK Global Software Engineering Intern (Full Stack)**　　　　　　　June 2019 - Aug 2019
    - Created a full stack application to monitor an internal distributed system with a focus on error detection through data visualization
    - Gained experience working through the Agile development process in a professional setting with a team of four interns and full-time mentors, while writing production level code and tests through test-driven development
    - Built the application with Java, Spring Framework, Angular, and Highcharts
- **Food Recovery (Express.js)**　　　　　　　　　　　　　　　　　　Sep. 2019 - Present
    - Developing the web server of a mobile application that aims to assist a volunteer program which collects food from restaurants before it is thrown away and relocates it to those in need
    - The application, which is being developed with the MERN technology stack, organizes food recovery routes, automates data collection of the recovered food, and generates comprehensive reports on that data
- **Deadwood (Java)**　　　　　　　　　　　　　　　　　　　　　　　　　Fall 2018
    - Achieved a greater sense of the object oriented design process by planning, developing, and finally presenting a graphical computer game created with Java Swing
    - Grew as a communicator and team member through pair programming

TECHNICAL STRENGTHS

Computer Languages	Java, C, Python, JavaScript, TypeScript, HTML, CSS
Tools and Frameworks	MongoDB, SQL, Git, Spring Framework, Node.js, Express.js, Maven, Linux, VS Code, Angular, React, IntelliJ, Emacs, LaTex
Coursework	Object Oriented Design, Operating Systems, Database Systems, Networking, Computer Security, Data Structures and Algorithms

ACTIVITIES & ACHIEVEMENTS

- WWU Whiteboard Coders Club Officer　　　　　　　　　　　　　　　Sep. 2019 - Present
- Association of Computing Machinery (ACM) Member　　　　　　　　Sep. 2017 - Present
- Association for Women in Computing (AWC) Member　　　　　　　　Sep. 2017 - Present
- Recipient of four scholarships for the 2017-18 school year

EDUCATION

Western Washington University　　　　　　　　　　　　　　　　　　GPA: 3.5
Bachelors of Science, Computer Science | Minor in Mathematics　　　*Expected Graduation: June 2020*