

KURT KAINOA NOE



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EDUCATION

MS - Computer Science

University of Hawai'i at Mānoa
Honolulu, HI | January 2020 - Dec 2021
GPA: 3.51

BA - Information and Computer Science

University of Hawai'i at Mānoa
Honolulu, HI | August 2014 - May 2018

AA - Liberal Arts

Kauai Community College
Lihue, HI | August 2011 - June 2014

SKILLS

Programming languages:

C#
C++
C
Python
R
Java
HTML
JavaScript
CSS
PL/SQL
X86 Assembly

Software:

Unity 3D/2D
Autodesk Maya
ZBrush
Microsoft Office Suite
Adobe Photoshop
Adobe Premiere Pro
Oracle Application Express
Audacity

AWARDS

Purple Prize Finalist - Studio Moeā

- Project design and asset creation for mobile game startup, Studio Moeā.
- Finalist of Purple Prize innovation competition put on by Purple Mai'a. (Summer 2019)

University of Hawai'i at Manoa
Dean's List - Fall 2015 / Fall 2017

PROFILE

A design-minded programmer who recently completed their Master's of Science in Computer Science. Previous work focused on human-computer interaction and experience design. Currently looking for either full time in software development.

EXPERIENCE

Software Engineer

GameDevHQ | Honolulu, HI | Nov 2020 - Dec 2020

- Develop a small side scrolling arcade game using the Unity game engine that was successfully published to the game hosting site itch.io
- Contributions: programmed the player weapon behavior, part of the weapon system, and some of the enemy behavior for the game. Also created and edited some graphical and audio assets.

Biomedical 3D Animator

John A. Burns School of Medicine | Honolulu, HI | March 2018 - Aug 2020

- Animated anatomical models for displaying medical data, processes, and examples for use by the school, associated clients, and lab functions.
- Work developed using Autodesk Maya, ZBrush, and the Unity game engine for use on the Microsoft Hololens

Media Technician

Gregg M. Sinclair Library | Honolulu, HI | February 2016 - March 2018

- Digitized and archived music and film from the library's collection using editing software to improve the sound and video quality as well as create subtitles for digitized video files.
- Built instructional websites for the media lab staff using HTML, JavaScript, and CSS in Adobe Dreamweaver.

Data Management Intern

Akamai Workforce Initiative / Akimeka LLC. | Kihei, HI | June 2017 - August 2017

- Worked as an intern at Akimeka LLC. as part of the Akamai Workforce Initiative.
- Developed web applications for use by Akimeka's database team using the Oracle Apex platform with the SQL/PL and JavaScript languages to manage military health files and check their integrity through the company's data warehouse.