

# Kevin J. Terwilliger

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## EDUCATION:

The University of New Hampshire, Durham, NH 2021 - 2025: Bachelor of Science: Computer Science

**Related Coursework:** Data Structures and Algorithms, Object Oriented Design and Development, Scripting Languages, Computer Organization and Systems Programming, Cloud Computing Systems, Operating System Fundamentals, Computer Graphics

## EXPERIENCE:

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**UNH Interoperability Lab (IOL), Durham NH April 2024 - Present** *Senior Software Developer / Test Technician*

- Developed and maintained in-house test tools for Audio Video Bridging (AVB) protocols, Precision Time Protocol (PTP) and Advanced Physical Layer (APL) testing
- Conducted generalized Precision Time Protocol (gPTP) testing on customer devices, including audio video bridges and automotive systems
- Communicated directly with customers to address testing procedures, device specifications, and team inquiries
- Participated in the annual Hackathon, contributing to the resume binder project
- Utilized Atlassian products, including Jira, Confluence, and Bitbucket as part of the primary workflow

**Virtual Learning Academy Charter School, Exeter, NH October 2021 - April 2024** *Program Specialist - Technology*

- Assisted students, instructors, guardians and other employees with troubleshooting software and hardware issues
- Facilitated the distribution and return of company devices
- Provided first-tier support via live chat, email, and phone calls
- Conducted research and testing to resolve issues in a timely manner while under pressure
- Developed python scripts to process large student data sets

## PROJECTS:

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**IOL Resume Binder July 2024**

- Developed a website for companies to search for potential employees transitioning from the IOL
- Focused primarily on the public-facing front end, including the REST server using JavaScript's express library to query the lab's SQL database based on user specified parameters
- Designed the look and feel of the page using the React framework

**Minecraft Mod January 2024 - Present**

- Leveraged Java and a series of JSON config files to add a set of new items to Minecraft with custom behavior

**Elk's Stash DND Loot Generator Browser Extension January 2024**

- Constructed a browser extension which converts a numerical amount of currency into a series of fantasy items of equivalent value using a modified change formula
- Achieved a weekly user base of 68 users across Firefox, Chrome, and Edge
- Designed visuals with HTML and CSS using the Bootstrap framework, implemented functionality

with Javascript, and created pixel art with Gimp

### **Intro to Object Oriented Design and Development Project Fall 2023**

- Collaborated with three other group members to create an android game consisting of tanks and other vehicles moving and battling across a grid
- Implemented a game server multiple clients could connect to via HTTP
- Created a full suite of in game assets (entities, terrain, projectiles) with Gimp
- Handled Java implementation of the client including HTTP requests to REST server, event handling, and implementation of color/stat profiles of present vehicles
- Built both horizontal and vertical layouts in XML
- Composed a multitude of JUnit tests for the client

### **Introduction to Software Engineering Final Project Spring 2023**

- Developed a web app using the Flask framework to allow students to submit reviews of courses at UNH
- Did styling primarily in HTML and CSS

### **Innovation Scholars Data Processing Project Fall 2021**

- Collaborated with a team of three to process extensive movie data
- Developed a script to retrieve movie data entries from The Movie Database (TMDB) API and compile them into CSV files
- Created multiple Python scripts to categorize data by genre, runtime, release time, and suitability rating, and then generate graphs comparing these attributes to average ratings
- Presented findings at the UNH Undergraduate Research Conference

## **SKILLS:**

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**Programming Languages:** Java, JavaScript, HTML5/CSS, C, Python, C#, Scala, Bash, C++

**Technical Skills:** Git, Agile, React, Microsoft 365, Bootstrap, Universal Modeling Language, (Sequence and Class), Domain Modeling, Gimp, Atlassian Suite (Jira, Bitbucket, and Confluence), Functional Programming, Jenkins

**Operating Systems:** Windows, Mac OS, Linux (Ubuntu, Sparky, Debian, Fedora, Red Hat Enterprise, OpenSuse)

## **CAMPUS INVOLVEMENT/ EXTRACURRICULARS:**

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### **UNH oSTEM Fall 2023 - Present**

- Member

### **UNH Upsilon Pi Epsilon Fall 2021 - Present**

- Member
- Discussed topics on the cutting edge of computer science such as machine learning, self driving cars, and brain chips

### **Pep Band 2022, Spring 2024 - Present**

- Sousaphone(tuba)

### **Table Top/Board and Card Game Group Summer 2022 - Present**

- Organizer/Game Master
- Planned and balanced combat, social, and puzzle encounters for a group of players biweekly
- Made rulings and reacted to the players decisions on the fly
- Kept the peace, enforced the rules of the games, and mediated disputes between the players