Hayden Kowalchuk

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SKILLS

Languages: C, C#, Java, Ruby, PHP, HTML, and have used Javascript, C++, Python

Frameworks: Node.js, Expo

Technologies: React Native, Android Studio, Unity3D, Docker, Git,

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EXPERIENCE

Engine & Graphics Programmer   Spring 2019 – Summer 2020

Contractor for Dreameater Games

- Expanded and helped developed an **OpenGL 1.2** compatible implementation for **Sega Dreamcast**
- Modified and rewrote most rendering code paths in the **Quake** engine using **C**

Backend Developer   Fall 2018 – Summer 2019

Autostrive

- Worked on web crawler backend migration to **AWS** services including: **EC2, ECS, Elastic Bean Stalk**
- Under **Ruby** used **Sidekiq**, **Rake** and **Redis** to handle tasks and message passing
- Learned how to effectively use **Docker** containers and microservices to build scalable applications

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PROJECTS

PSP Homebrew Store   Spring 2021

- Web store for the **Sony PSP** that uses modern **PHP** to present a web store showing archived homebrew
- The data is pulled live from archive.org through **JSON** then transformed and cache

Docker containers containing prebuilt embedded compiler toolchains   2019 Onwards

- Leveraging **Docker** to pull specific **GCC** versions that are then built as cross compiler toolchains.
- Built on top of **Github Actions, Gitlab CI/CD** and **Docker Hub.**

Hut Checkr   Summer 2015

- **Android** mobile application developed using **Android Studio** and **Java** with then current fragments
- Used for tracking and cataloging a users current inventory in NHL '16 along with profit/loss margins.

EDUCATION

Georgia State University   Spring 19 – Spring 21

Atlanta, GA

- BS Computer Science
- Graduated Summa Cum Laude Distinction, and remained on Presidents List

Chattahoochee Technical College   Fall 17 – Fall 18

Marietta, GA

- AAS Computer Information Science & Technical Certificate Java Programmer
- Remained on Deans List