

Kenny Dewhirst

500 Stone House Lane, Silver Spring, MD 20905
Cell: (301) 512-1324 • E-Mail: kenny.dewhirst@gmail.com
Portfolio: www.kennydewhirst.com

Software Engineer & Game Programmer

Experienced Software Engineer with a broad range of programming experience for a variety of applications and industries. Has a strong knowledge of the software development lifecycle from pre-development through release. Excellent problem solver, team player, and communicator. Technical skills and proficiencies include:

C#	C++	Java
Python	Object-Oriented Design	Unix & Linux Operating Systems
Programming for 2D & 3D Games	Technical Documentation	SQL
Functional Software Specification	Quality Assurance Testing	Agile Project Management

PROFESSIONAL EXPERIENCE

Mars Labs LCC 29 C St, Laurel, MD 20707

Lead Software Engineer

Code and validate PC-based control applications for Mars Labs' data acquisition products. Support existing products by fixing bugs and improving interfaces, and develop new products, from design through testing, including documentation and some customer support.

February, 2013 — September, 2013

Kinetic Muscles, Inc.

18006 West Broadway Road, Tempe, AZ 85282

Software Engineer

Design and develop stroke therapy games and applications for Kinetic Muscle's Mentor Pro™ systems and peripherals, communicate with a SQL database to manage and maintain patient records, generate and display reports from patient records using LINQ and Tererik web forms, create C++ libraries to communicate with imbedded devices, and mentor programming interns.

August, 2011 — May, 2012

EDUCATION

University of Advancing Technology 2726 West Broadway Road, Tempe, AZ 85283

- **Bachelors of Science in Software Engineering**
- **Bachelors of Science in Programming for Video Games and Simulations**

August, 2008 — May 2012

Montgomery College

51 Mannakee Street, Rockville, MD 20850

- **General education**
- **Credits transferred to University of Advancing Technology in 2008**

August, 2008 — May 2012

Sherwood High School

300 Olney Sandy Spring Road, Sandy Spring,
MD 20860

- **High School Education**

September, 2003 — June, 2007

NOTABLE PROJECTS AND ACHIEVEMENTS

- Fragments of Ara Pacis* Audio Video Game
Technical Lead, Software Engineer, Game Programmer 2011 — 2013
Contributed toward the development of an audio role-playing game designed for blind and visually impaired users. Project featured in *TechConnect Magazine* and *Geek411 Magazine*, recipient of the Needy Innovators Scholarship, and 1st place University of Advancing Technology innovation project in *all three* categories: Most Innovative, Most Creative, Best Solution.
- Fibonacci Color and Shape Generator Math Application
Student Project 2011
Mathematical art program creates graphical representations of phi and Fibonacci numbers.
- Artificial Life Simulations Artificial Intelligence Programming
Student Project 2010
Designed and implemented an artificial intelligence simulation program which includes flocking and swarming emergent behavior.
- Forest Fire Simulation Cellular Automaton
Student Project 2010
Constructed a customizable artificial landscape forest fire simulation program.
- Self-Organizing Map Artificial Intelligence Programming
Student Project 2010
Self-sorting RGB three dimensional color program that sorts them into two dimensions.
- Brood War API Starcraft AI AI Game Programming
Student Project 2009
Coded an artificial intelligence program that played Blizzard Entertainment's Starcraft real-time strategy game against other artificial intelligence programs. 2nd Place competitor.

Several references and recommendations are available upon request