Kyle **Howard**

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Kyle Howard| kylehoward97.github.io

Professional Experience

Research Opportunity Program ***Mississauga, ON, Canada***

University of Toronto: Department of Geography and Environmental Science **May 2019 – September 2019**

- Under the supervision of Dr. Monika Havelka, I collected and interpreted data over a four-month period that cumulated in an end of semester paper titled **"Do Invasive Earthworms Impact Salamander Abundance Along the Credit River Forest?"**
- Displayed **Communication** ability; **Data analysis; Data collection**; Microsoft Publishing; Google Maps Pro; Scientific **writing ability**

University of Toronto ***Mississauga, ON, Canada***

Grounds Maintenance **May 2019 – May 2020**

- Full time summer position, part time fall/winter. Tasked with general maintenance of the school grounds. Required the use of heavy machinery and made informed decisions to problem solve hazards presented on campus
- Displayed **Problem Solving**, **Team Work** Ethic, **Conflict Resolution**, Flexibility, **Time Management, Critical Thinking**

Skills

Programming Python; HTML; C#

Tools Android Studio; Microsoft Publishing; Linux; Unity Game Engine

Databases SQL

Methodology Agile Development (Scrum)

Education

University of Toronto ***Toronto, ON, Canada***

Honors Bachelor of Science Degree **June 2020**

- Double Major in **Physics** and **Environmental Science**
- **President** of UTM's Rollerskating Club

Personal Projects

Cube-Runner **June 2020**

- Designed a 3-D scrolling game where the player avoids obstacles to reach the end. Scripts written in **C#** using **Unity Game Engine**.
- https://simmer.io/@kachoward/cube-runner

Changify (Hackathon Project) **January 2020**

- Developed as part of **Deltahacks VI**, Frontend Development using **Android Studio** and **XML**.
- An app designed to round a user's purchases from PayPal up to the nearest dollar and donate to a charity of their choice.

Array Map Movement Algorithm **November 2019**

- The final project to my university's introductory computer course, written in **python**.
- An **algorithm** designed to efficiently traverse a topographical array map; where each number is an associated height.