# Marquis Kurt

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## COMPUTER SKILLS

- Languages: Swift, Python, HTML, CSS, JavaScript, TypeScript, Java, C++, Haskell, C#, GDScript, PostgreSQL, QML
- Technologies: React, SwiftUI, SpriteKit, Ren'Py, Pygame, AppKit, Snapcraft, Godot, Flask, Ubuntu UI Toolkit, Clickable, Docker, Heroku, Core Data
- Platforms: macOS, iOS, Linux (Debian-based)
- Using Git versioning control system
- Using GitHub (pull requests, issues, branches, kanban boards/Agile, etc.)

## EDUCATION

**Goucher College**, Baltimore, MD                                          May 2022

*Bachelor of Arts*, Computer Science; 3.81 Overall GPA

## SOFTWARE AND COLLABORATIVE EXPERIENCE

*Developer*, **Give Me A Sniglet**                          December 2022 - Present
- Develop an iOS/iPadOS/macOS application using native Swift, UIKit, and SwiftUI technologies following App Store guidelines
- Implement a dictionary via a Core Data stack with CloudKit to sync across devices in iCloud
- Build multiple pre-release versions and collect feedback through the TestFlight program
- Create and maintain a product in App Store Connect with app submissions

*Developer*, **Unscripted/Candella**                          June 2019 - December 2020
- Wrote a developed story that focuses on character development that players will enjoy
- Commissioned artists and musicians to create a unique and well-designed feel for the game
- Engaged in marketing techniques such as advertising, community interactions, and weekly posts on social media to attract potential players
- Worked with digital storefronts such as Steam and itch.io to facilitate game distribution
- Delegated play testing to a group of beta play testers to have quality assurance with the game
- Deployed a full stack application for Candella project distribution using PostgreSQL and Flask

*Administrator*, **Gopherdon (Goucher College)**                          April 2019 - Present
- Install and update the Mastodon software to keep Gopherdon up to date
- Collaborate with IT departments and other administrators to maintain Gopherdon server
- Manage the Gopherdon private beta to experiment Gopherdon's future
- Develop the Gopherdon apps as a fork of Hyperspace with TypeScript and React to provide usable experience for students and faculty