Kenyon Leblanc

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PROFESSIONAL PROFILE

A Software Engineer passionate about crafting custom solutions utilizing leading-edge technologies. Collaborated with teams to develop innovations utilizing sentiment analysis and artificial intelligence. Successfully launched a personal website on a Linux environment via Digital Ocean, implementing CI/CD methodologies. Actively pursuing a bachelor's degree in computer science to refine skills and deepen technological expertise.

TECHNOLOGY SKILLS

Languages: C, C#, CSS, HTML5, Java, JavaScript, MATLAB, PDDL, Python, R Database Management Systems: MongoDB, MySQL, PostgreSQL, SQLite Operating Systems: Windows, Linux Frameworks: .NET, Django Version Control: Git, GitHub, Gitlab

CERTIFICATIONS

CompTIA Security+

RELEVANT EXPERIENCE

Software Engineer, Cinteot, Inc.

Chambersburg, PA

- Lead the design and implementation of database architecture via schema, gateway logic, and DTO objects.
- Lead the development of front-end interfaces for projects, integrating graphing, tables, and other components.
- Employ Agile methodologies to design, develop, and maintain the PAC project to optimize workflow efficiency.
- Engage with a cross-functional team to elicit requirements, conduct user testing, and refine project features.
- Conduct performance tuning and optimization techniques to improve application speed and efficiency.

EDUCATION

Bachelor of Science in Computer Science

Shippensburg University of Pennsylvania Accredited by ABET, Inc. (Accreditation Board for Engineering and Technology) GPA: 3.5

Honors: Member of Phi Theta Kappa Honor Society

Relevant Coursework: Artificial Intelligence, Database Management Systems, Data Science, Design & Analysis of Algorithms, Design Patterns, Operating Systems, Theoretical Foundations of CS

PROJECTS

Predictive Analysis Calculator

- The Predictive Analysis Calculator is a project using TensorFlow and an LSTM (Long Short-Term Memory) model to predict future results based on time-series data, enabling advanced analysis and forecasting capabilities.
 Isolation
- Isolation is a board game in which two players alternately move their pawns and remove a tile after each move. An AI opponent was created using the minimax algorithm, a classic adversarial search method. This determines the best move by evaluating potential sequences of moves both players can make in future turns.
- https://github.com/Akeon201/Isolation board game
- Scheduling with Genetics
- Applied a genetic algorithm to an Excel file with class data and preferences, simulating gene reproduction, crossover, mutation (random value change), and injection (random replacement) for optimal class scheduling.
- https://github.com/Akeon201/Scheduling with Genetics

Exp. August 2026

March 2022 - Present

Expected December 2024