Kennedy Keyes

Senior software engineering student with 3+ years of experience seeking full-time position starting Summer 2024.

kfk38@msstate.edu | (601) 954-9218 | github.com/CodingKen02 | linkedin.com/in/kennedy-keyes

EDUCATION

Mississippi State University, Mississippi State, MS   **Graduating in May 2024**
Bachelor of Science in Software Engineering   **GPA:** 3.91/4.00
- **Other Jobs:** The Reflector's Online Editor, Chevron Engineering Transfer Program Ambassador, Bagley College of Engineering Diversity Delegate, MSU Housing & Residential Life Information Assistant, Web Dev Freelancer

Holmes Community College, Ridgeland, MS   **Aug 2020 – May 2022**
Associate of Arts in Electrical/Computer/Software Engineering   **GPA:** 3.81/4.00
- **Other Jobs:** Newk's Eatery Front of House Worker, Tuesday Morning Store Associate

WORK EXPERIENCE

Software Engineer Intern   **Aug 2023 - Present**
Captured Sun   *Austin, TX - Remote*
- Collectively developing Parchment, a startup concept that merges filesystem, browser, & interactive HTML pages
- Integrating a diverse skill set including C/C++, Swift/MacOS, C#/Windows, and Web/JavaScript/Browser expertise, catalyzing Parchment's widespread adoption across MacOS, Windows, and future mobile platforms
- Enhancing its user experience by blending creativity and aesthetic into the application's design and functionality

Research Software Engineer   **Jan 2023 - Present**
Center for Advanced Vehicular Systems   *Starkville, MS*
- (NEW - U.S. ERDC) Improving model & simulations of cold environments with MAVS (Mississippi State University Autonomous Vehicle Simulator) and using it to train and evaluate AI & Machine Learning algorithms
- (Scope AR & U.S. ERDC) Tested and developed a written analysis report on WorkLink's AR accessibility
- Built control modifications in Unreal Engine 5 to address one-handed limitations in Virtual Reality
- Displayed research to U.S. ERDC, TK Martin Ctr., & ORED, and designed posters for MSU Symposium

Big Data, Artificial Intelligence, & Machine Learning Researcher   **Jun 2023 – Aug 2023**
Amazon & University of California, Los Angeles – Interconnected & Integrated Bioelectronics Lab   *Los Angeles, CA*
- Created ML object detection programs and predictive algorithms for drug effectiveness and biosensors
- Presented sprints as GitHub Admin, partook group Scrum meetings, and wrote a 23-page research paper
- Attended Amazon Day, received an ML & UCLA certificate, and exhibited at the UCLA Research Symposium

RELEVANT PROJECTS

Project 188: Liquid Gold: (VR-Unity) Play as a robot that is on a mission to find water in space for its civilization
The Forest Frolic: (VR-Unity) Interact and frolic in an enchanted forest that creates auditorial experiences for users
Sawsome: (VR-Unity) Problem solve and escape the iconic tortures as Billy the Puppet from the Saw franchise
The Great Dog War: (VR-Unity) Fight the dog kingdom with laser beams as a space kitty on a quest to victory
SneakerHeadz: (Web-Flask) An ecommerce website for sneakerheads to buy and sell authentic shoes to another
Mic-On!: (Mobile-iOS Swift) Impersonate popular characters and guess them correctly in rounds of team battles

SKILLS & HOBBIES

Code: AI/ML, HTML, CSS, JavaScript (Three.js), PHP, C, C++, C#, SQL, Python (Pytest, Pygame, Flask Web Framework), Java, Assembly, Hack, Swift (iOS), ROBOTC, SystemC, Dart

Tools: VR/AR, Big Data, Git, CircleCI, Virtual Studio & VS Code, MSYS2, Linux, Xcode, Android Studio, Unity, Unreal Engine, Heroku (Cloud), Mac OS, Windows OS & PowerShell, Blender, Canva, Adobe Cloud, MAVS, Microsoft Office, Google Workspace, GitHub, BLOX CMS, Meta Business Suite, Scope AR WorkLink, Agile Methods, AutoCAD, Fusion 360, Arduino, UML, Terminal, ROS, Bootstrap, Flutter, Trello

Leadership: Spring 2023 Society of Women Engineers CSE Departmental Officer, 2022-24 CSE Team Leader (for group projects in multiple courses), Team Leader & App Creator in HackMIT 2023

Hobbies: Hackathons (MSU, MIT, MLH), Tinkering & Repair, Biking, Gaming, Marathons, Collecting Cards & Coins, Drawing, Ceramics, Film Watching & Critiquing, Volunteering, Robotics, Learning New Trends