# **Kennedy Keyes**

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

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# **EDUCATION**

#### Mississippi State University, Mississippi State, MS

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

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

- Currently improving models & simulations of cold environments with MAVS (Mississippi State University Autonomous Vehicle Simulator) and using it to train and evaluate AI & Machine Learning algorithms for ERDC
- Tested and developed a written analysis report on WorkLink's AR accessibility for U.S. ERDC & Scope AR
- Built control system modifications in Unreal Engine 5 to address one-handed limitations in Virtual Reality
- Demonstrated research to U.S. ERDC, TK Martin Ctr., & ORED, and designed posters for the MSU Symposiums

## 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 using data for drug effectiveness and biosensors
- Presented sprints as GitHub Admin, partook group Scrum meetings, and wrote a 23-page technical 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 application for users to embark on a space quest as a robot in search of water **The Forest Frolic:** VR-Unity application for users to experience, interact and frolic in an enchanted, beautiful forest **Sawsome:** VR-Unity application for users to escape iconic tortures as Billy the Puppet from the Saw franchise **The Great Dog War:** VR-Unity application for users to fight the dog kingdom with laser beams as a space kitty **SneakerHeadz:** Web-Flask ecommerce platform for sneakerheads to buy and sell authentic shoes to & from another **Mic-On!:** Mobile-iOS Swift application for teams to impersonate popular characters and guess them correctly

#### **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, .NET

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, Containers

**Leadership:** Spring 2023 Society of Women Engineers CSE Departmental Officer, 2022-24 CSE Team Leader & Project Manager (for group projects in multiple courses), Team Leader & App Creative Director 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, Gardening, Arts