

# 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, Ren'Py, Pygame, Flask Web Framework), Java, Assembly, Hack, Swift (iOS), ROBOTC, SystemC, Dart, .NET, REST API

**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, Anvil, WPF

**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, UMD, MLH), Tinkering & Repair, Biking, Gaming, Marathons, Collectibles, Drawing, Ceramics, Film Watching & Critiquing, Volunteering, Robotics, Learning New Trends, Gardening, Arts