Kennedy Keyes

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EDUCATION

Mississippi State University, Mississippi State, MS **Expected Graduation: May 2024**
B.S. in Software Engineering **GPA:** 3.91/4.00

- **Relevant Coursework:** Data Structures & Analysis of Algorithms, Intro to SW Eng, Web Dev I, Computer Org, VXR Dev, Methods & Tools in SW Dev, Tech Writing, Discrete Structures, Cybersecurity Law, Intro to Algorithms, Sys Programming, Project Mgmt, SW Arch & Design, Secure SW Eng, OS I, SW Test & QA
- **Group Projects:** Project 188: Liquid Gold, The Forest Frolic, Sawsome, The Great Dog War, SneakerHeadz, MSU Innovate Hackathon 2022 & 2023, HackMIT 2023
- **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
A.A. in Electrical/Computer/Software Engineering GPA: 3.81/4.00

- **Relevant Coursework:** Computer Programming I & II with Java
- **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

CURRENT PERSONAL PROJECT

Mic-On! (Like Charades but Only Voices) - *Swift iOS Game Application*

- Teams enter their characters into the server's system to impersonate their voices & compete to win

SKILLS

- **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
- **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, AutoCAD, Fusion 360, Arduino, UML, Terminal, Scrum, ROS, Kanban, Bootstrap
- **Leadership:** Spring 2023 Society of Women Engineers CSE Departmental Officer, 2022-24 CSE Team Leader (for group projects in multiple courses)