

KENNEDY KEYES

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EDUCATION

Mississippi State University, Software Engineering, Bachelor of Science

Until May 2024

- **GPA:** 3.91 / 4.00
- **Other Jobs:** Chevron Engineering Transfer Program Ambassador, Bagley College of Engineering Diversity Delegate, MSU Housing & Residence Life Information Assistant, Web Dev Freelancer
- **Tech Courses:** Data Structures & Analysis of Algorithms, Intro to SW Eng, Web Dev 1, Computer Org, VXR Dev, Methods & Tools in SW Dev, Tech Writing, Discrete Structures, Cybersecurity Law, Intro to Algorithms, Sys Programming, Project Mgt, 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, Senior Project I & II

Holmes Community College, Elect/Comp/Soft Engineering, Associate of Arts

2020 — 2022

- **GPA:** 3.81 / 4.00
- **Other Jobs:** Newk's Eatery Front of House Worker, Tuesday Morning Store Associate
- **Tech Courses:** Computer Programming I & II with Java

EXPERIENCE

Online Editor, The Reflector at Mississippi State University

Mar 2023 — Present

- Maintains website & image editing with BLOX CMS, and develops PDFs with Adobe InDesign
- Manages & creates Twitter and Facebook content; advertises sponsorships; (reflector-online.com)

Technologies & Languages: BLOX CMS, Adobe InDesign, Meta Business Suite

Software Engineer Research Student, Ctr. for Advanced Vehicular Systems

Jan 2023 — Present

- Created control modifications in Unreal Engine 5 to address one-handed limitations in Virtual Reality
- Presented research to U.S. ERDC, TK Martin Ctr., & ORED, and designed poster for MSU symposium
- Tested and developed a written analysis report on Scope AR Worklink's accessibility for U.S. ERDC
- (Upcoming Project) Potentially collaborating with teams in AI/ML DoD projects or driving simulators

Technologies & Languages: Virtual Reality, Augmented Reality, Unreal Engine 5, Visual Studio, Android Studio, GitHub, Windows Powershell, Blender, Canva, Scope AR Worklink, Microsoft .NET, Java, C++, C#

Software Engineer Summer Research Intern, Amazon at UCLA

Jun 2023 — Aug 2023

- Earned hands-on industry experience with large datasets, Machine Learning, & Artificial Intelligence
- Gained teamwork, management, communication, and leadership skills while working in the lab
- Presented and designed team research poster at the UCLA Summer Research Symposium

Technologies & Languages: Artificial Intelligence, Machine Learning, Big Data, Python

CURRENT 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, Scilab, Swift (iOS), Microsoft .NET, ROBOTC
- **Tools:** VR/AR, Big Data, Git, CircleCI, Virtual Studio & VS Code, MSYS2, Linux, Xcode, Android Studio, Unity, Unreal Engine, Heroku, Mac OS, Windows OS & Powershell, Blender, Canva, Photoshop, InDesign, Microsoft Office, Google Workspace, GitHub, BLOX CMS, Meta Business Suite, Scope AR Worklink, Agile, AutoCAD, Fusion 360, Arduino, UML, Terminal, Kanban

LEADERSHIP

- Spring 2023 Society of Women Engineers CSE Departmental Officer
- 2022-24 CSE Team Leader (for group projects in multiple courses)