Kennedy Keyes

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EDUCATION

Mississippi State University, Mississippi State, MS

May 2024 *GPA: 3.80/4.00*

Bachelor of Science in Software Engineering

RELEVANT WORK EXPERIENCE

Software Engineer Jun 2024 – Present

Department of Defense

Washington, DC

- Contributing to the development of a live note collaboration app, enhancing productivity for analysts worldwide
- Utilizing GitLab, Jira & a robust tech stack (JavaScript, HTML, SQL, TypeScript, React, Spring, Java, Docker, Kubernetes) for efficient task management & CI/CD pipelines, improving user interface & verifying accessibility
- Engaging in sprint planning, backlog grooming & daily standups; conducting research, debugging, training & testing; proposing AI-related projects while optimizing workflows using Scrum methods & clean code practices

Software Engineer & Project Management Intern

Aug 2023 – May 2024

Captured Sun

Austin, TX - Remote

- Managed project tasks with Trello, logged meetings, organized files & presented weekly reports to the clients
- Coded Parchment, a startup concept that merges a user's file system, browser & interactive HTML pages into one
- Integrated a diverse skill set including C/C++/C#, Swift/macOS, Windows & Web/JavaScript expertise, catalyzing Parchment's widespread adoption across macOS, Windows & future mobile cross-platforms
- Enhanced its user experience by blending creativity & aesthetic into the application's design & functionality

Online Editor Mar 2023 – May 2024

The Reflector

Mississippi State, MS

- Stimulated growth & school trend by designing & developing the website with WordPress, HTML & SNO Hosting
- Secured HTML form databases from bots by generating & monitoring Google reCAPTCHA for risk detection
- Maintained website's content & image editing with BLOX CMS & developed PDFs with Adobe InDesign
- Managed & created Twitter & Facebook content; advertised sponsorships & was on-call for additional posts

Software Engineering Undergraduate Researcher

Jan 2023 - May 2024

Center for Advanced Vehicular Systems

Starkville, MS

- Improved models & simulations of cold environments with MAVS (Mississippi State University Autonomous Vehicle Simulator) & used it to train & evaluate AI & Machine Learning algorithms for U.S. Army ERDC
- Tested & developed a written analysis report on WorkLink's AR accessibility for U.S. Army 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, & designed sites/posters for 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 & predictive algorithms using big data for drug effectiveness & biosensors
- Presented sprints as GitHub Admin, partook group Scrum meetings & wrote a 23-page technical research paper
- Attended Amazon Day, received an ML & UCLA certificate & exhibited research at the UCLA Summer Symposium

HIGHLIGHTED PROJECTS

Mama's Boy: 3D-Unity app for users to play as a scared boy who must escape his spaceship after a chaotic alien invades The Great Dog War: VR-Unity application for users to fight against the dog kingdom as a space kitty with laser beams Elixir Escape: 2D-Godot application for users to play as a framed alchemist, crafting potions to escape a king's dungeon PosiHead: Web-Flask cognitive behavioral therapy app with AI chat bots & peaceful games that nurture positive thinking SneakerHeadz: Web-Flask e-commerce data platform for sneakerheads to buy & sell authentic shoes to & from another

PROGRAMMING LANGUAGUES & CERTIFICATIONS

Top Programming Languages: HTML, CSS, JavaScript, TypeScript, PHP, C/C++/C#, SQL, Python, Java, React, Swift **Top Certifications:** Stanford x DeepLearning.AI Machine Learning Specialization, Human Subjects Researchers, Export Controls Course, DevSecOps & DevOps with Jenkins, Kubernetes, Terraform & AWS