

Dallas Kelle

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github.com/dkelle

Education

University of Texas at Austin

Expected Graduation: May 2018

- Pursuing Bachelors of Science in Computer Science
- 3.54 overall GPA after fall 2014

Technical Skills

- Proficient in Java
- Experience with C#, Python
- Experience with Git

Work Experience

Applied Research Laboratories, *Software Engineer Intern*

Summer 2014

- Created a tool to identify errors and areas of possible improvement in ionosphere climate prediction model
- Wrote comprehensive report summarizing findings
- Presented work to a panel of judges; received honorable mention

Samsung Austin Semiconductor, *Intern*

February 2014

- Week-long internship via high school's Career Opportunities On Location (COOL) program
- Job shadowed IT manager

Projects

Tetris

Fall 2014

- Graphical Tetris clone with game-playing AI and adversary AI
- Used genetic algorithms to improve feature weights for both AI's

PolyDrop

Spring 2014

- Cross-platform game using Leap Motion Controller for physical engagement
- Developed with 2 other students at a hackathon
- Won first place hackathon prize
- Over 35,000 downloads worldwide from the Leap Motion Airspace Store

Grades Visualization Tool

Spring 2014

- Helps K-12 teachers visualize and analyze student test results to identify areas for supplemental instruction
- Used by teachers in Leander Independent School District

HUE

Spring 2014

- 2D hybrid puzzle and platformer game
- Submitted to Ludum Dare 26 game development contest entry
- Placed in top quartile of submissions
- Currently being ported to

Coursework

- Computer Organization and Architecture (Honors) Spring 2015
- Matrices and Matrix Calculations Spring 2015
- Data Structures and Algorithms (Honors) Fall 2014
- Discrete Math for Computer Scientists Fall 2015
- Differential and Integral Calculus Fall 2015