Eryl Kenner

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Professional Experience

SSD Validation Intern   *May 2020 - Present*
Intel Corporation - Folsom, California
- Developer on system-level validation software to test solid state drive features

Artificial Intelligence Researcher   *2018 - 2020*
Evolutionary Computing Systems Laboratory - University of Nevada, Reno
- Developer on a VR, networked, multiplayer, training simulation for naval officers in C# (Unity)
- Automated and documented a 3D model conversion process for naval ships, aircraft, and harbors

Teaching Fellow   *2018 - 2020*
Computer Science I - University of Nevada, Reno
- Provided C programming tutoring to over 300 students per semester
- Helped lead two lab sections per week

Embedded Software Engineering Intern   *Summers 2017, 2018, 2019*
Lime Rock, LLC - Medford, Oregon
- Designed a real-time dead reckoning system for a four-wheel holonomic chassis in C
- Created a point-to-point real time graphical web user interface for a GPS controller
- Implemented a parser for the NMEA 0183 communication standard
- Wrote memory management (MMU) and I/O (ADC, Serial, I2C) drivers for an embedded processor in C

Technical Skills

Comfortable with: C/C++, Python, C#, Unity, Git, NI LabVIEW, LaTeX
Experience in: JavaScript, HTML/CSS, Autodesk Inventor/SolidWorks

Personal Projects

Space Age - *Fall 2019*
- Space themed local co-op game where two players try to manage three subsystems (gunner, pilot, repair) to survive as long as possible. Decision-making and teamwork are key. Written in C# using Unity

Planet Ball - *Fall 2018*
- Fast-paced competitive arcade game where players grapple to pivots throughout the map then time their release to send a big ball flying into the opponent's goal. Written in Unity using C#

Evolutionary Solver - *Spring 2018 - Summer 2018*
- A genetic algorithm uses a population of neural networks to learn to play games. Written from scratch in C++. Currently Tic-tac-toe and Ultimate tic-tac-toe are implemented as games

Leviathan - *Fall 2018 - Spring 2019*
- Virtual reality simulation that teaches naval officers to determine ship types and angles using ship lighting. Implements a quiz mode which tests knowledge in a variety of scenarios. Written in Unity using C#

Education

University of Nevada, Reno   *Expected graduation: 2021*
- Bachelor of Science in Computer Science and Engineering
- Honors Program Student
- GPA 3.75
- Minors in Mathematics, Digital Interactive Games
- Vice President - ACM
- Vice President - Robotics and Electronics Club