

## Kerr Patrick Braza

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### Education and Honors

#### **Colgate University, Hamilton, NY**

*Graduation Date: 05/20*

- Double Major: Computer Science and Japanese
- Dean's award Recipient 2016-present, Cumulative GPA 3.73, Magna Cum Laude
- Experience with Python, Java, Haskell, C, Javascript, HTML, Three.js, simple AIML

#### **Warren Township High School, Gurnee, IL**

*Graduation Date: 05/16*

- Graduated Summa Cum Laude, GPA 4.43
- Part of the Schuler Scholar Program

### **Work Experience**

- Client Experience and Operations at RoomIt by CWT June-Aug 2019
  - Research of chatbot frameworks and creation of RoomIt-specific enterprise helper chatbot
- Works at Case Library in Colgate University as a librarian 2016-2019
  - Front desk job, use Colgate's book archives and database to organize books; other media
- Worked at an amusement park in culinary at the cash register June-July 2017

### **Volunteering**

#### *Computer Science*

- Computer Science Club, Member 2017-2019
  - Colgate Coders member; attend alumni talks, industry lectures, and programming challenges

#### *Language Tutor (Japanese)*

*April-May 2018*

- Volunteered to teach English at around Japan, notably at Koka Gakuen in Kyoto and Matsukawa
  - Help to develop professional eloquence for university students; worked with hs and junior high
- Alpine Museum restaurant, Translator May 2018
  - Translated the Alpine Museum restaurant menu in Omachi

### **Skills and Interests**

#### *Computer Science*

- Simulated Annealing/Hill Climbing for research with Covering Arrays using Greedy Expected Average Algorithm: [https://github.com/Hanako-Ikezawa/480-Proj\\_Leo\\_Kerr\\_Kevin](https://github.com/Hanako-Ikezawa/480-Proj_Leo_Kerr_Kevin) (Python)
- Java scrolling game as a capstone project for data structures and object-oriented programming
- Worked with Javascript/Three.js game development: <https://github.com/ColgateLeoAscenzi/RaiderRumbleGame> (Contributor)
- Chatbot framework summer research at the RoomIt internship
  - Look into the company's implemented platforms and different workflows, researched, implemented, and presented a prototype for an enterprise, company assist bot
- Used Java, C-family languages in OS contexts; JavaScript with Three/Node.js in Graphics/WebGL contexts
- Intermediate Python, Java, and C skills for game development; algorithm implementation and analysis
- Haskell coding: Implementation of sets, recursive list functions, recursive transitivity checks
- Graphics work with painterly rendering, WebGL modeling, and other Three.js games
- Worked with and interested in runtime environments and frameworks like Node.js and Django
- For fun, made a simple game with Ren'Py and currently learning HTML/CSS/JS for front-end experience

#### *Japanese/Languages*

- Graduated with High Honors and the Japanese Award from Colgate University
  - Continued translations for: poems, short stories, untranslated Japanese literature
- Have given a speech in a Japanese speech competition and won the Rising Newcomer Award
- President of Colgate Anime Society, representative of the Colgate Japanese club and language program
- Went abroad in Japan, both lingual and cultural experience of mainstream and more rural areas
- Cebuano and Intermediate Spanish in addition to the Japanese major