


# Jameel Kelley

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## OBJECTIVE

A position to utilize and develop my skills in Software Engineering and Technology this summer while helping my community



## EDUCATION

### Iowa State University

Anticipated Graduation Spring 2020

GPA – 2.97 | Major – Software Engineering



## EXPERIENCE

### Virtual Reality Applications Center

Research Assistant (Spring 2018 – Present)

- Working in tandem with graduate students to create a learning system in mixed reality leveraging the HTC Vive

### Iowa State Human-Computer Interaction Lab

Research Intern (Summer 2017)

- Developed a usability centered interface for online sustainability education
- Wrote technical documents that were submitted to the International Review Board to conducting usability testing
- Contributed to drafting a publishable research paper and poster

### Cybersecurity and Computation for Next-Generation Aircraft

Research Assistant (Fall 2016 – Spring 2017)

- Worked in a team of four using Python to analyze large datasets from aircraft
- Developed understanding of research workflow through weekly meetings with professor



## LEADERSHIP

### National Society of Black Engineers

Historian (Fall 2017 - Present)

- Digitally capturing club events intended for future use in creation of advertisements
- Creating visual communication of the club and its activities for the membership and student body

### Game Development Club

Equipment Chair (Fall 2016 – Present)

- Securing recording equipment weekly, editing, and uploading footage teaching game development topics

### President's Leadership Class

Student (Fall 2016 – Fall 2017)

- Developed leadership skills through weekly workshops with Mr. & Mrs. Leath

### George Washington Carver Scholar

Mentor (Fall 2017 – Present)

- Planning regular meetings to discuss issues with campus adjustment as well as communicating opportunities



## SKILLS

- |            |                              |                          |
|------------|------------------------------|--------------------------|
| • Java     | • Unity 2017 (3D/2D/VR/UNet) | • Git Version Control    |
| • C#       | • Linux                      | • Usability Analysis     |
| • React.js | • Node.js                    | • Adobe Suite (Ps/Pr/Ae) |