






Jameel Kelley

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OBJECTIVE

To seek out new opportunities engaging my technical skills, especially in Web Development during the summer of 2019.



EDUCATION

Iowa State University
Anticipated Graduation Spring 2020
GPA – 3.10 | Major – Software Engineering



EXPERIENCE

Design Mill Inc. (DMI)
Intern (Summer 2018)

- Lead developer on VR farming hazard simulation application that aims to reduce the number of large machinery accidents on the farm. Competing in Intel Ultimate Coder VR Change using the WMR Headset.
- Contributed to VR substation simulation that allows users to navigate environment and correct simulated faults in system.

Virtual Reality Applications Center
Research Assistant (Spring 2018 – Present)

- Assisted in decreasing learning time and cost by creating a VR simulator for a power generator model. Worked on integrating the Vive camera and finite state machine before shipping the product at year end.

Iowa State Human-Computer Interaction Lab
Research Intern (Summer 2017)

- Developed a usability centered web app for online sustainability education in schools
- Wrote technical documents which were submitted to the International Review Board to conduct usability testing
- Contributed to drafting a publishable research paper and poster



LEADERSHIP

Game Development Club
Equipment Chair (Fall 2016 – Present)

- Accountable for oversight and usage of recording equipment for official meetings. Additionally, I handled editing and timely upload of 27 videos garnering 459 views the over the past 2 years.

National Society of Black Engineers
Historian (Fall 2017 – Spring 2018)

- Elected Historian of ISU's NSBE chapter where I created posters for club events and videos documenting conferences which bolstered club membership and awareness.

President's Leadership Class
Student (Fall 2016 – Fall 2017)

- Accepted into workshop-based class taught by Mr. & Mrs. Leath where speakers were brought in to speak about their involvement.



SKILLS

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|------------|------------------------------|--------------------------|
| • Java | • Unity 2018 (3D/2D/VR/UNet) | • Git Version Control |
| • C# | • Linux | • Usability Analysis |
| • React.js | • Node.js | • Adobe Suite (Ps/Pr/Ae) |