

# Jameel Kelley

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## Education

### Iowa State University

MS IN HUMAN-COMPUTER INTERACTION & COMPUTER ENGINEERING

GPA: 3.77

Ames, IA

May 2020 – Aug 2022

### Iowa State University

BS IN SOFTWARE ENGINEERING

GPA: 3.31

Ames, IA

Aug 2016 – May 2020

## Experience

### 3M

ADVANCED RESEARCH ENGINEER

- Develop user tools for improved process workflow
- Perform user testing and modify user interface for improved usability

Maplewood, MN

Aug 2022 – Present

### 3M

DATA SCIENCE INTERN

- Integrated Reinforcement Learning into a Unity simulation for determining optimal alert modality

Remote

May 2021 – Aug 2021

### Virtual Reality Applications Center

RESEARCH/GRADUATE ASSISTANT

- Leveraged the Vive HMD and Unity to immerse users in a virtual environment with physical equipment
- Utilizing computer vision to build an educational review dashboard for instructors

Ames, IA

Jan 2018 – Present

### Iowa State University

GRADUATE TEACHING ASSISTANT

- Managing grading and hosting office hours for 50+ students on a weekly basis

Ames, IA

Aug 2020 – Nov 2020

### Buildertrend

SOFTWARE DEVELOPMENT INTERN

- Led a team of five engineers in technology discovery and implementation of 13 client-facing application pages in a React environment

Omaha, NE

May 2019 – Aug 2019

### Design Mill Inc.

SOFTWARE DEVELOPMENT INTERN

- Lead developer on VR farming hazard simulation application with aims to reduce the number of field accidents

Dubuque, IA

May 2018 – Aug 2018

### Iowa State Human-Computer Interaction Lab

RESEARCH INTERN

- Developed a usability centered interface for online sustainability education

Ames, IA

May 2017 – Aug 2017

## Skills

**Programming Languages:** Typescript, C#, SQL, HTML, SCSS

**Processes / Tools:** Research Design, Human-Centered Design, Nginx, Blender, Unity, Git

## Projects

### Evaluation of MolCog Software and NUPACK Integration

Unity, C#, Human-Centered Design,  
Python

CREATIVE COMPONENT FULFILLED FOR MASTER'S DEGREE IN HCI AND CPRE. SOFTWARE INTEGRATION AND BETWEEN-SUBJECTS TEST ON INTEGRATED AND NON INTEGRATED SOFTWARE TO DETERMINE PRODUCTIVITY, LEARNING, AND ERRORS BETWEEN INTERFACES

## Awards

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Mar 2021	<b>ISU Usabilathon Winner</b> , Winners of a competition where I and two others created a user interface mockup to help inform undeserved students of financial aid options	<i>HCI Student Group</i>
Nov 2020	<b>Teaching Excellence Award</b> , Recognized for "outstanding achievement" in teaching. Awarded to the top 10% of Teaching Assistants	<i>Iowa State University</i>
Dec 2018	<b>Intel Ultimate Coder Challenge Winner</b> , Recognized for creating the most innovative "revolutionary commercial application for the virtual world"	<i>Intel</i>