

Kerene Wright

[Email](#) | [LinkedIn](#) | [Github](#) | [Devpost](#) | [Website](#)

EDUCATION

Florida International University

Masters of Science (MS) in Computer Science

Miami, FL

Expected: December 2025

The University of the West Indies, Mona Campus

Bachelor of Science (BSc.) Computer Science

Kingston, Jamaica

Sept. 2020 – July 2023

EXPERIENCE

Student Assistant Grader

Florida International University

May 2024 – Present

Miami, FL

- Assisted Lecturers with MySQL and Logic for Computer Science Syllabus Topics, tutoring sessions and workshops for 50+ students and improved Student Engagement with Syllabus Curriculum by 15%..

Junior Developer Intern | *Meta Horizon World Platform*

hyLite Studios LLC

May - August 2025

Lakewood, OH

- Contributed to VR interaction features using TypeScript and implementing UI systems, while gaining hands-on experience in 3D UI/UX design, and agile workflows within a scrum team.
- Collaborated in weekly stand-ups, peer code reviews, and full software development life cycle under mentorship from senior developers.
- Developed AI-driven NPCs with interactive voice systems, enabling players to engage in natural conversations and enhancing immersion in the XR application, by leveraging emerging technologies.

Intern Developer | *Vue.js3, Vuetify, TypeScript, Firebase, Postman*

Transforming Inspirational Minds Ltd.

March - Dec. 2023

St.Catherine, Jamaica

- Improved user engagement by 20% by developing interactive trivia and survey minigames for the “NGAGE” platform following SCRUM methodologies.
- Enhanced application stability by testing, debugging, and documenting bug fixes, ensuring a seamless user experience for over 100 active users.
- Technology Stack: **Vue.js3, Nuxt, Vuetify, TypeScript, Firebase, BitBucket, etc.**

PROJECTS

SIGNIFI | *Arduino Mega, Flex Sensors, MPU-6050 Gyroscope, C/C++, Python*

February - April 2025

- Designed and built a glove-based ASL recognition system that translates hand gestures into text in real-time, improving accessibility for sign language users.
- Achieved 98.6% test accuracy and 99% precision, recall, and F1-score across sign classes. Implemented cross-validation (mean accuracy: 96.9%, std dev: $\pm 1.84\%$) and used confusion matrix analysis to validate and refine model performance.
- Collaborated with the hardware team to align sensor data output with ML input requirements and integrated the model into a real-time ASL translation interface.

Resume Analyzer | *Streamlit, Python, Gemini LLM*

October - December 2024

- An application that uses an LLM to evaluate multiple resumes and generate a score based on user input specifications such as Experience, Technical Skills, Education and Certification.
- Utilize Google Gemini LLM using an API Key to generate resume match score and evaluation.

HackerMatch | *ShellHacks 2024 | Python, Flask, MySQL, Bootstrap, Javascript*

September 2024

- Developed a Flask-based web application that uses matching algorithms to pair hackers based on technical expertise and project interests.
- Implemented the Flask Framework and created the API that communicates with the MySQL database and the web pages.

Cattrax | *Unity, C#*

February - June 2024

- Developed an endless runner VR project in Unity (C#), where players navigate a growing civilization of cats across an island, implementing immersive controls and procedurally generated environments.
- Integrated obstacle-avoidance algorithms and interactive elements.

EXTRACURRICULAR INVOLVEMENT

INIT Build Program Manager | *INIT*

January 2025 - Present

- Leading a large-scale student development initiative, mentoring 100+ members and coordinating the formation of 12+ high-impact project teams through strategic planning and resource management.
- Optimizing logistics and communication between program members and executive board, enhancing decision-making efficiency and ensuring timely execution of key initiatives.
- Managing event planning and execution for 100+ participants, leveraging organizational expertise to boost program visibility and engagement.

TECHNICAL SKILLS

Languages: Python, MySQL, JavaScript, TypeScript, Java, C#, C, C++

Frameworks: Flask, Postman, Git, Vue.js, Vuetify, React, Streamlit, Node.js, Bootstrap

Libraries: pandas, NumPy, Matplotlib, PyTorch, Transformers (Hugging Face), scikit-learn