

Kevin Markley

Virtual Reality Software Developer & Part-Time Instructor of Software Engineering and Game Development

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Marietta Parkway, Marietta, GA 30060

Education

2018 - 2020

Computer Science |

Kennesaw State University

Masters of Computer Science
3.62/4 GPA

2013 - 2016

Computer Science |

Kennesaw State University

Bachelors of Computer Game
Design and Development
3.61/4 GPA

Certifications

2022

Unity Certified

Programmer - Professional

2022

Unity Certified Artist -

Professional

Awards: CDC HHS Game Jam

2014 – Semi-Finalist

Work Experience

Oct 2022 - Current

Kennesaw State University, GA

**Part-Time Instructor of Software
Engineering and Game Development**

- Performing lectures and teaching activities for undergraduate students.
- Teaching through project based and experiential learning techniques.
- Participating in curriculum updates and ABET accreditation activities.
- Consistently receive awards for making a difference in a student's life.

Mar 2021 - Current

Kennesaw State University, GA

VR Software Developer

- Leading a team of student developers using current AGILE software development techniques.
- Creating VR simulations for training and other real world applications through the Unity game engine.
- Managing lab equipment and space for different uses and affiliated parties.
- Perform tours and demonstrations at regular intervals throughout the year.
- Assist various research groups with software development and data gathering and transformation.
- Printing 3D objects for use in several projects and for students.
- Integrating automation and AI into simulations and other research projects.
- Received a promotion each year.

Skills

Programming:

C/C++

C#, Java

JavaScript, Python

PHP

SQL

HTML, CSS, XML

CUDA

Assembly

WebGL, OpenGL

Bash, Batch

Software:

- JIRA, Confluence
- Unity, Unreal
- Perforce
- TeamCity
- WordPress CLI
- Blender
- Amazon Web Services
- TestRail, Jenkins
- Tsung/JMeter
- JQuery/React
- Visual Studio, IDEs
- Mozilla AI Tools
- OpenAI AI Tools
- Adobe Creative Suite
- Autodesk Creative Suite
- Microsoft Office Suite
- Windows, Linux, macOS

Publications

2014:

Franklin, D.M. & Markley, Kevin.
(2014). Multi-agent artificial intelligence in pursuit strategies: Breaking through the stalemate. Proceedings of the 27th International Florida Artificial Intelligence Research Society Conference, FLAIRS 2014. 250-254.

Work Experience

Aug 2018 - May 2020

Kennesaw State University, GA

Head Graduate Teaching Assistant

- Taught through a focused and interactive approach which allowed students to explore and fully grasp programming concepts.
- Created and managed concise deliverables for two classes that tested student competencies across a multitude of subjects.
- Personally taught over 300 students every semester, and offered additional research and mentorship opportunities for students.
- Effectively coordinated and represented a team of seven graduate students, which together helped teach all of the 1,500 students enrolled in the two supervised courses each semester.
- Received a promotion after the first semester.
- Consistently received awards for making a difference in a student's life.

Jun 2016 - May 2017

The Weather Channel, GA

Performance Engineer

- Used AWS and open source software to build an internationally based Web performance testing system with configurable options.
- Delivered graphical test reports via the Internet by utilizing Perl and Bash commands.
- Created performance testing software using bash, Java and JavaScript to run local tests, which reduced expenditure on AWS.
- Helped create the standard for TestRail test cases and several hundred cases, which are still in use today.
- Mentored newer employees and interns and fostered a social atmosphere between teams.
- Worked in an Agile development environment and consistently finished tasks ahead of estimated time with my team.
- Received a promotion within the first few months.