Kevin Workman

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Google by day, Millersville University by night, HappyCoding.io by later night.

I'm currently in a unique role at Google that's a mix of software engineering and curriculum development, and I've been teaching part-time as an adjunct professor for almost two years. I also post tutorials and examples to HappyCoding.io. I'm open to roles that combine coding, teaching, and creating.

I recently moved to Eugene, Oregon, so I'm interested in local or remote roles.

Experience

Millersville University — *Adjunct Professor*

January 2022 – Present

- Currently teaching my fourth full-semester undergraduate course.
- Courses have ranged from introductory web dev to advanced DS&A.
- Built courses from the ground up and developed new curriculums for each.
- Format ranged from asynchronous videos to synchronous class lectures.

Google — *Curriculum Lead / Software Engineer*

December 2016 – Present

- Currently the full-time Curriculum Lead of Google Developer Academy, an internal education program that helps Googlers become SWEs.
- Previously a software engineer for engEDU which developed the systems used by educational programs like CS First and Applied Digital Skills.
- Before that, the tech lead of a team in Google My Business. Led several feature launches used by millions of users, e.g. attributes, place actions, descriptions, opening dates, and temporary closures.
- In "20%" time, Curriculum Lead for Software Product Sprint. At last count, over 2000 have people worked through the SPS curriculum. Personally mentored 35 students through 10 SPS cohorts.

Get More Math — *Software Engineer / Freelance Contractor*

January 2016 – November 2016

- Get More Math is an educational software suite that gives students individualized math problems based on where they need the most practice.
- Developed new procedural generators based on teacher requests.

Happy Coding — *Nerd*

June 2016 – Present

- Oost tutorials, examples, and other nerdiness at HappyCoding.io.
- Content includes p5.js, Processing, Java (core and EE), JavaScript, HTML, Google Cloud, Android, libGDX, and interviewing. (399 articles so far!)
- Happy Coding is used as the "textbook" for my Millersville courses, for University of Chicago's CS 11111 course, and by many other teachers.

Processing / p5.js — *Open Source Contributor*

August 2011 - Present

- Taught p5.js sessions to the 2021 cohort of [SEO](#) through [Upperline Code](#).
- Taught p5.js sessions at [CC Fest](#) in SF and LA including the power and beauty of random, image processing, and [sp00ky halloween sketches](#).
- Currently the all-time top answerer of Stack Overflow questions tagged with the [processing](#), [p5.js](#), and [processing.js](#) tags.

Vencore — *Software Engineer*

February 2009 - November 2016

- Worked for the [Center for Advanced Aviation System Development](#), developing [evolutionary prototypes](#) for the FAA.
- Created prototype tools used by air traffic controllers.
- Supported FAA researchers by developing MVPs and then iterating together.

Education

George Mason University — *MS in Computer Science*

2011 - 2015

- Obtained a master's degree in Computer Science while working full time.
- Cool projects included: ant colony optimization, evolving mazes, predicting Ludum Dare scores with ML, developing an AR Android game, and building an "artistic" drawing robot (it was [not very artistic](#)).

Millersville University — *BS in Computer Science*

2004 - 2008

- Helped create and implement a new undergraduate robotics course.
- Worked as tech support at the university's help desk, as an undergraduate researcher, and as the assistant system admin in the CS department.
- Other activities included tutoring, speaking at conferences, running CS camps, and many more independent studies than was strictly necessary.
- Interned at the [National Institute of Standards and Technology](#).

References

References are available upon request. 🐱