

# Kevin Siegall (They/He)

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## EDUCATION

### Worcester Polytechnic Institute

B. S. Computer Science; B. S. Robotics Engineering

- Relevant Classes: *Software Engineering, Unified Robotics Series: Actuation, Sensors, Manipulation, Navigation*

May 2025

Worcester, MA

## WORK EXPERIENCE

### OpenSTEM: Experiential Robotics Platform (XRP)

Lead Software Developer, Curriculum Author

- Spearheaded the development of an extensible MicroPython library built for classroom use with small robots.
  - Created a web socket server for remote control of the robot
  - Implemented I2C communication with the LSM6 IMU
- Wrote a curriculum to be spread to teachers around the world, using the robots to teach programming.
- More details about the project can be found at <http://experientialrobotics.org>

Aug 2022 – Present

Worcester, MA

### Jacobs Technology – Jacobs Software Engineering Center

Software Engineering Intern

- Operated in an Agile environment on a WPF-based application running on .NET Framework
- Expanded upon an in-house product, used to add and sort filters to be applied to the DAFIF database
- Exercised object-oriented techniques such as dependency injection and encapsulation in C#

May 2022 – Aug 2022

Hudson, NH

## PROJECTS

### WPI Vex U, Software Team

Programming Co-Lead, Documentation Lead

- Developed a python application for Bezier spline creation and robot simulation
- Applied control algorithms such as Inverse Kinematics, PID, and TBH (Take Back Half) Control
- Designed a modular codebase for controlling the individual movements of our two different robots

Sept 2021 – May 2023

Worcester, MA

### Brigham and Woman's Hospital Application

Lead Software Engineer

- Made a hospital kiosk application, allowing for pathfinding, submitting work orders, and customizing signage.
- Led a team of 11 in developing a full Java application for WPI's CS 3733 Software Engineering Class
- Utilized Figma to create and iterated on Front-End UI Mockups before implementing in JavaFX
- Implemented Façade, Singleton, and other design patterns for clean integration with the backend SQL Database

Mar – May 2023

Worcester, MA

### WPI IGDA Game Jam Submissions

- Howline Maine – A top down precision speed game where a werewolf hunts park rangers, inspired by Hotline Miami
- Cosplay Conundrum – An isometric multiplayer party game taking place in a convention.

Fall 2022 - Present

### XyloCat – Xylophone Playing Cat Robot

- Servo-driven paws move mallets to play a small xylophone given a MIDI input through Serial Communications

Fall 2022

## TECHNICAL SKILLS

Languages	Java, C#, Python, C++, C, MATLAB, TypeScript
Frameworks	Arduino, MicroPython, .NET, Simulink, Unity Game Engine
Version Control	Git, Github Projects, Azure DevOps, Jira
Other	Autodesk Inventor, Figma, OpenMV, Raspberry Pi, FPGA, MathCAD, Microsoft Office

## Extracurriculars

WPI Cooking Club, President

WPI Bowling Club, Treasurer

WPI VexU, Software Co-Lead

WPI International Game Developers Association (IGDA)

WPI Hillel

Boy Scouts of America, Troop 106, Eagle Scout

April 2023 - Present

Aug 2022 – Feb 2023

Aug 2022 – Feb 2023

Aug 2022 – Present

Aug 2021 – Present

Mar 2014 – July 2021