## **MARCUS KELLY**

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Energetic and process-focused information technology professional with consistent experience in evaluating, designing, and coding approved applications, performing integration testing on any code and handling configuration changes prior to releasing for User. Skilled in all aspects of software implementation, test automation and cross-functional java-script development. Have worked with Unreal and Unity. Practiced in working independently, as well as on a team. Familiarity lies in evaluating all application controls and performing tests with adeptness in troubleshooting support, in addition to 3-D modeling.

<u>Languages</u>: Java | JavaScript | C++ | Python | CSS | Kali Linux | Unix <u>Operating Systems</u>: Linux | Windows XP/Vista/7/8/10 | Mac OS

## PROFESSIONAL EXPERIENCE

CODE CREW

<u>Teacher Assistant</u> SEPT 2019 - PRESENT

Participate in a program that focus on ensuring that students are taught the principles of information and computation, how digital systems work, and they learn how to put this knowledge to use through programming and software development concepts.

- Facilitate several summer camps, after school programs, in-school electives classes, internships and special events, teaching coding, and helping students to understand work assigned and other problems they may have.
- Expose children on producing technology and providing them in-depth training that keeps them interested and engaged across a continuum of subjects and grade levels.
- Teach subjects such as mobile app development, web app development, game development, robotics, and
  drone programming, all while teaching fundamental computer science concepts that apply long term to all
  levels of the field.
- Partner students with tech expert mentors who guide them to getting their app published onto the App Store and Google Play.

University of Memphis

## **Computer Science Intern**

JUNE 2019 – AUG 2019

Helped with the computer science department's GenCyber camp, aiding campers and assisting with their future events and projects, such as a VR Game.

- Assist the scientists and managers with software programming and analysis/test activities including designing, coding, and debugging software for the camp.
- Worked collaboratively with other interns.

## **EDUCATION**