

Kaylynn Borrer

Instructor

Miami University

borrorkn@miamioh.edu

<https://professorbohr.github.io/bio>

EDUCATION

MS., Computer Science

2020 – 2021

Miami University, Oxford, OH

Advisor: Dr. Eric Rapos

Thesis: Creating a Domain-Specific Modeling Language for Educational Card Games

Courses:

Web Services, Cryptography, Machine Learning, Artificial Intelligence, Remote Sensing & Computer Vision

BS., Software Engineering

2017 – 2020

Miami University, Oxford, OH

Game Design Specialization with minors in Digital Game Studies and Japanese

Courses:

Web Application Programming, Software UI/UX, Software Engineering Principles, Computer Graphics, Game Design and Implementation, Data Structures, Object-Oriented Programming

PROFESSIONAL EXPERIENCE

Instructor

2021 – Present

Miami University Computer Science & Software Engineering, Oxford, OH

- Planned and taught lectures and practice labs for various computer science classes

Course: CSE271: Object-Oriented Programming (1 section)

Summer 2022

Course: CSE174: Fundamentals of Programming and Problem Solving (3 sections)

Spring 2022

Average Overall Evaluation: **3.21/4** (Department Mean: 3.17/4)

Course: CSE174: Fundamentals of Programming and Problem Solving (5 sections)

Fall 2021

Average Overall Evaluation: **3.25/4** (Department Mean: 3.15/4)

Software Development Graduate Assistant

2020 – 2021

Miami University – Myaamia Center, Oxford, OH

- Software Engineer responsible for maintaining web-based and mobile applications

- Worked in: PHP (Laravel Framework), Java (Android Studio), Swift (Xcode)

- Primarily worked on Indigenous Language Digital Archive (ILDA) web & mobile applications and Ethnobotanical Database web application

Camp / Workshop Instructor

2020

Girls Make Games, Raleigh, NC

- Remote Instructor teaching basic game development and programming concepts to students aged 8 - 17

- Taught during a 2-week summer camp and two 1-month weekend workshops during Fall 2020

- Ensured students kept on track to finish their projects by set deadlines

- Instructed using Construct 3 Game Making Software

Undergraduate Teaching Assistant

2020

Miami University Computer Science & Software Engineering, Oxford, OH

- Served as a teaching assistant grading papers for CSE212: Software Engineering for User Interface and User Experience Design during the Summer 2020 term

Resident Assistant

2019 – 2020

Miami University Residence Life, Oxford, OH

- Supervised a floor of 31 first-year students
- Created, planned, and implemented educational and recreational hall programs
- Advised students on personal and academic issues
- Confronted and resolved interpersonal and illegal alcohol possession incidents in the hall
- Worked with a team of 8 other RAs

Undergraduate Assistant

2018

Miami University Computer Science & Software Engineering, Oxford, OH

- Worked at the front desk of the CSE department
- Assisted students & professors in finding locations and meeting with other faculty
- Executed administrative duties such as making copies and distributing mail to ~20 faculty
- Answered phone calls and directed callers to appropriate faculty for their needs

RESEARCH

- Research Interests: Model-Driven Software Engineering, Application Development, Game Design/Development, Aviation Systems, Accessibility

PUBLICATIONS

- Kaylynn Borrer and Eric J. Rapos. 2021. MOLEGA: modeling language for educational card games. In Proceedings of the 18th ACM SIGPLAN International Workshop on Domain-Specific Modeling (DSM 2021). Association for Computing Machinery, New York, NY, USA, 1–10. DOI: <https://doi.org/10.1145/3486603.3486777>

HONORS / AWARDS

- Graduate Assistantship Award – Myaamia Center, Miami University, 2020-2021
- Merit “RedHawk Eminence” Scholarship, Miami University, 2017-2019
- Dean’s List, Miami University, Spring 2018
- Valedictorian, Marysville High School, 2017

MEMBERSHIPS

- ACM-W Student Professional Society Chapter Member, 2018-2021
- Miami University Graduate Student Association – CSE Alternate Representative, 2020-2021

VOLUNTEERING / ACTIVITIES

- Prepared and taught a robotics-based curriculum for teaching K-12 students how to code for Miami University’s K-12 Outreach Program
- Lead and participated in various recruiting events for prospective Miami University students
- Served as a Judge for the 2021 FlyOhio Innovation Challenge
- Served as a Section Leader volunteer teaching a 5-week introductory programming course (Python) for Stanford University’s Code In Place 2021
- Attended various Miami University faculty interviews 2020-2022
- Appeared as a graduate student spokesperson for the Miami University CSE department in 2021 admissions videos
- Created an alternative-control game *Rocking Horse Racers* demonstrated at MAGFest 2020’s “Indie Arcade”
- Contributed to and debugged a game *Star Chaserz* during Train Jam 2019 game jam