Xander Kehoe

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Professional Summary

Software Engineer with a B.S. in Computer Engineering and Computer Science Graduate Student.

Work Experience

Dynetics

- Software Engineer - Air Defense Systems 2021 - Current
  - Designing, testing, and integrating software to monitor and control a missile launching system for missile and UAS defensive applications.
  - Working as part of a multidisciplinary team to deliver launcher systems that will be fielded to protect our troops and facilities for years to come.
  - Served as team Scrum Master to facilitate daily standups and sprint reviews as needed.
  - Reviewed resumes, conducted phone interviews, and participated in panel interviews with applicants for the software engineering team.

Projects (See Website Portfolio for more info)

Reinforcement Learning in Custom MMORPG Style Game Environment

- Created a simple MMORPG style game where a team of characters each with unique abilities must utilize their strengths and team strategy to defeat a much stronger 'boss' character.
- A 'team controller' commands each character's movement and next ability to cast, the team controller learns optimal movement and abilities for each character through *reinforcement learning* algorithms.

Primitive Survival Reinforcement Learning Environment

- A reinforcement learning environment where the goal is to have an agent learn to survive in a harsh stone-era inspired environment.
- Starting with no food, equipment, or even knowledge of how the world works; the agent must learn to find food, craft equipment, and fend off hostile animals in order to survive.

Electric Turbine Blade Design Generator

- Worked with a mechanical engineer to design a genetic algorithm in Java to optimize an electric turbine blade.
- Overshot optimistic thrust goal of 2.5lbs to 2.99lbs (20% increase)

Space Engineers Programming

- Made multiple C# Scripts made for use in the physics-based game, Space Engineers.
- Spaceport Manager: Automates management of an organized spaceport. Utilizes matrix algebra and vector analysis to perform automated docking operations.
- Planetary Autopilot Manager: Automates travel of ship across a planet while using raycast sensors to prevent collision with terrain.
- Dynamic Braking: Uses physics and vector analysis to control braking in between points in space.

Website Portfolio

- xanderkehoe.github.io

Skills

- C++
- C#
- Java
- Python
- Machine Learning
- Scrum / Agile Workflow
- Resume review and candidate interviewing

Education

2022-2026
Georgia Institute of Technology – OMSCS
Masters of Science: Machine Learning

2021
University Of Tennessee - Chattanooga
Bachelor of Science: Computer Engineering

- GPA of 3.45

Certifications

- CompTIA Security+

Awards & Accomplishments

- Team Leader for my University Senior Project (Object Identification System using Neural Networks)
- Deans List for: Spring 2017, Fall 2018, Spring/Fall 2019