

# DECLAN MCKELVEY-HEMBREE

## COMPUTER SCIENCE STUDENT

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### EDUCATION

**Washington  
University in St.  
Louis**  
2012-2016

#### **BACHELOR OF SCIENCE, Computer Science**

Minor in Writing

3.7 GPA -- Dean's List (Fall 2012, Spring 2014-Spring 2015)

### WORK EXPERIENCE

**Less Annoying  
Software**  
Summer 2015

#### **CUSTOMER SUPPORT AGENT / WEB DEVELOPER**

Responded to customer inquiries, including technical problems, external service integrations, billing questions, and payment extensions. Also wrote various website improvements using PHP, HTML and CSS, and wrote an integration with the web application automation service Zapier to allow customers to set up automatic tasks that propagate between services.

**Washington  
University in St.  
Louis**  
2013 – Present

#### **TEACHING ASSISTANT**

Taught Computer Science I, Logic and Discrete Mathematics, and Web Development courses. Explained concepts at a variety of difficulty levels, debugged student code, ran lab and studio sections, and graded student work.

**Berliner and  
Associates  
Architecture**  
Summer 2013

#### **DIGITAL ARCHIVIST**

Scanned and stored over twenty years of hard copy records, and created and organized a central file repository using MySQL to allow company-wide access to archived files.

**NASA Ames  
Research Center**  
Summer 2012

#### **LAB ASSISTANT**

Created and maintained an offsite backup server located at UC Merced to store data generated by the SOFIA EXES spectrograph, and used Java to create a graphical user interface for the spectrograph. Duties also included calibrating and imaging the spectrograph's lenses.

### SKILLS

#### **Proficient**

Java, PHP, HTML, C#, Objective-C

#### **Familiar**

C++, C, VHDL, Python, Javascript, MATLAB

#### **Other**

Photoshop, Unity, LabVIEW

### GAMES (CAN BE DOWNLOADED FROM ONLINE PORTFOLIO ABOVE)

#### **Mac**

**LightFlight:** 3D flight simulator with planes that leave Tron-like trails.

**Perspectivus:** 3D isometric puzzle game with forced-perspective problem solving.

**Bit Breaker:** Breakout clone with bricks in each level that form 8-bit sprites.

#### **iOS**

**Spring Escape:** Infinite climber where you manipulate the environment to progress.

**Buoyancy:** Rhythm game where notes radiate out from the center of the screen.

**Dueling Daikaiju:** Battleship clone with Japanese woodblock-inspired art.

**Mondrian-Tac-Toe:** Tic-tac-toe clone with Piet Mondrian-inspired art.

#### **Online**

**Fae:** 2D asymmetric cooperative puzzle-platformer.

**Directory Quest:** Narrative-driven puzzle game in a command-line emulator.

#### **Traditional Media**

**Dead Drop:** Wild West card game about Prisoner's Dilemma. Four players.