

# DEVIN KELLY-COLLINS

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## Education

**Kansas State University**, Manhattan, KS  
*Bachelor of Computer Science*  
Expected Graduation: May 2015  
GPA: 3.156

## Skills

### Languages

- Java / C#
- C / C++
- HTML / CSS / JavaScript / PHP
- Python

### Systems and Frameworks

- Game Development with Unity and XNA
- Google App Engine
- ASP.NET MVC4

## Related Experience

### Surface Systems and Instruments

Nov 11 - Current

<http://www.smoothroad.com/>  
Software Developer

- Develop new features for current software.
- Update current software.
- Maintain and implement new internal tools.
- Maintain internal server.
- Implemented Git versioning system.

### Kansas State University

Apr 13 - Aug 13

Web Developer

- Developed internal site for use within a classroom.
- Coordinated with Biology department to determine site look and functionality.

### Cerner Innovations Campus

May 11 - Aug 11

Software Engineer Intern

- Worked with the RevWorks team on the java uplift of AccessHIM.
- Helped release the live version of AccessHIM (1.0).
- Worked on one of RevWorks' top ten projects; adding a Coding Summary mPage to PowerChart.

### KSU Engineering Dept.

Jan 11 - Jan 12

Web Developer

- Maintained Engineering websites
- Developed new features for the Engineering website.

## Honors And Awards

- Eagle Scout - Fall 2009
- Diamond Powercat Award - Spring 2011
- Completed Kansas Scholars Program - Spring 2010

## Activities

### Association of Computing Machinery

Aug 10 - Current

Secretary

- Maintain ACM's website.
- Prepare for and participate in Open House events.

### Game Development Club

Apr 13 - Current

Treasurer

## Devin Kelly-Collins

- Helped write the constitution.
- Leading a team of 5 in developing a 3D game this semester.
- In charge of finding sponsors for the club.