

Heather Kemp

SOFTWARE ENGINEER · DATA SCIENTIST

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Languages & Skills

Languages	Java, JavaScript, Python, C#, Swift, C
Data Analytics	Google Analytics, Power BI, Tableau, R
Frameworks and Platforms	Spring, Bootstrap, JSP, Shiny R, ExpressJS, NodeJS
Databases	PostgreSQL, MySQL, Mongo
Tools	Continuous Deployment (Jenkins, Microsoft Azure), REST (SoapUI, Postman)
Other	English, Spanish (Professional)

Work Experience

University of Iowa Computer Science Department

Iowa City, Iowa

TEACHING ASSISTANT

Aug. 2016 - Present

- Teaching assistant for Introduction to Computer Science, Robot Theater, and Algorithms
- Worked with students on individual and small group basis to reinforce learning concepts
- Enforced rules for behavior and procedures for maintaining order during classes with over 30 students

University of Iowa Pomerantz Career Center

Iowa City, Iowa

SOFTWARE & DATA ASSISTANT

Aug. 2016 - Present

- Compiled reports using Tableau, Power BI, Excel, and Word for University of Iowa officials
- Documented process of completing reports to reduce the speed of future report generation by 90%
- Created a post-graduation survey with Qualtrics and Javascript which reaches over 500 graduates per semester
- Provided technical insight at weekly meetings with team to outline future projects

State Farm

Bloomington, Illinois

CUSTOMER CORE SERVICES INTERN

May 2017 - Aug. 2017

- Developed Postgres database and implemented use into Java production code to reduce number of external service calls by over 20%
- Leveraged JUnit tests to ensure team code quality and code coverage remained over 90%
- Tracked team's progress using Agile project management skills with weekly sprints and daily scrum meetings

John Deere

Moline, Illinois

IT ANALYST INTERN

May 2016 - Aug. 2016

- Automated Windows and Linux Tableau Server commands with REST API, Jenkins, and Python to reduce team workload by over 10%
- Communicated with end users and team during transition to automated scripts with weekly meetings and step-by-step documentation
- Monitored performance of servers and databases with custom scripts and implemented email service to immediately notify team of crashes

Education

University of Iowa

Iowa City, Iowa

B.A. IN COMPUTER SCIENCE WITH HONORS / M.S. IN COMPUTER SCIENCE WITH SOFTWARE ENGINEERING SPECIALIZATION

Aug. 2015 - Anticipated May. 2019

- GPA: 3.96/4.0
- Relevant Coursework: Design and Analysis of Algorithms, iOS/Android Development, Virtual Reality, and Operating Systems

Projects

NAO Robot Eyebrows

LEAD GRADUATE RESEARCHER

Jan. 2018 - Present

- Designed 3D printed eyebrows and headset to enhance the ability to express emotions in NAO robots
- Performed study analyzing the differences in perceived emotions and emotional intensity of the NAO robots with and without eyebrows
- Documented previously incomplete processes to allow easier project recreation

Votezi Voting Service

FULL STACK DEVELOPER AND PROJECT MANAGER

Jan. 2018 - May 2018

- Engineered a Spring web application for a custom US voting service with JavaMail, GeoTools, and Azure MySQL database
- Maintained JUnit5 and Unirest automated tests for integration testing for entire code base
- Provided directional support and progress feedback in weekly Agile sprints in a team of four developers

Statistics App Suite

LEAD DEVELOPER AND RESEARCHER

Mar. 2016 - Dec. 2017

- Developed online apps in Shiny R and JavaScript to assist the learning of abstract statistical concepts in and out of the classroom
- Recorded specific app usage details and compiled reports using Google Analytics
- Analyzed app effectiveness using standardized testing and usage information, showing improved performance in 90% of active participants

Internet of Followers

PROJECT MANAGER AND PROGRAMMER

Sep. 2017

- Leveraged Unity, SteamVR, and Tweepy for a virtual reality application that visualizes a user's Twitter follower network in 3D space
- Monitored team progress during hourly Agile sprints and provided resources to overcome team roadblocks

Outreach & Service

Students in Technology and Sciences (SiTS)

FOUNDING PRESIDENT (2018)

2018 - Present

- Organized weekly workshops with speakers with an average attendance of 20 members on a variety of technical topics
- Maintained communication with over 50 companies, researchers, and educational institutions and student membership
- Promoted non-majors and high schoolers to join the STEM fields through outreach program workshops and annual high school hackathon

Women in Computing Sciences (WiCS)

PRESIDENT (2017-2018), VICE PRESIDENT/WEBMASTER (2016)

2015 - Present

- Hosted bi-weekly workshops and tech talks with an average attendance of 30 members on a variety of technical topics
- Encouraged women to join the STEM fields through outreach programs and sponsored events in local schools and cities
- Guided organization through the process of moving from a departmental organization to a university organization

EPX Studio

EVENTS COORDINATOR (2018), EVENTS AND MARKETING COMMITTEE (2017-2018)

2016 - Present

- Assisted with organizing weekly meetings and bi-semesterly workshops on a variety of topics to an average of 30 attendees
- Attended weekly officer meetings to plan the midwest's largest annual gaming and multimedia conference
- Managed Events and Marketing Committee and executed events based on members' feedback

Association for Computing Machinery (ACM)

VICE PRESIDENT (2017), WEBMASTER (2016)

2015 - Present

- Organized and led bi-weekly meetings and tech talks on a variety of technical topics to an average of 15 attendees
- Attended weekly meetings to assist with planning of annual computer science conference and computer science competition
- Managed over 100 members' dues and communicated events with members and companies on three different social media platforms

Robot Theater

DEVELOPER AND INSTRUCTOR

Aug. 2016 - Present

- Coached in outreach programs using NAO robots, drones, and Cozmo to encourage youths, especially young girls, to pursue STEM careers
- Utilized principles of animation and robotics to program NAO robots for theater performances
- Effectively conveyed and simplified technical instructions to non-technical youths on an individual, small group, and large group basis

STEM Day Camps

CAMP EVENT LEADER

May 2016 - Present

- Organized and taught classes for local non-technical youths in different technical topic areas
- Assisted with setup and teardown of activity booths and placement of volunteers

Women in Science and Engineering (WiSE)

COMPUTER SCIENCE MENTOR

2016 - 2017

- Functioned as sole computer science mentor for incoming women in science and engineering fields at the university
- Participated in biweekly to monthly individual meetings and reported meeting minutes to advisor board

Honors & Awards

2017	Scholarship Recipient , Jason and Leslie Weber Women in Computer Science Scholarship
2017	Scholarship Recipient , AnitaB.org Grace Hopper Celebration Scholarship
2017	1st Place , Midwest Big Data Hackathon
2016	Research Fellow , Iowa Center for Research by Undergraduates
2016	Computer Science Representative , Student Leadership Institute
2015	Scholarship Recipient , Bright Scholars of Iowa
2015	Scholarship Recipient , Paragon IT Leadership Forum Technology Scholarship