Heather **Kemp**

Software Engineer · Data Scientist · Project Manager
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Relevant Languages & Skills

Languages   C#, Java, C, C++, Python, JavaScript, Typescript, Ruby, Swift, R
Tools   Game Development (Unity, UE4), Continuous Deployment (Azure DevOps), Databases (Kusto, SQL, Cosmos, Mongo)

Relevant Experience

Microsoft   *Redmond, Washington*
Cloud Lead & Software Engineer   *June 2019 - Current*
- Lead development of a UI portal for our synthetic monitoring platform which services over 100 endpoints
- Optimized Kusto queries on Power BI dashboards to reduce loading times by over 65%

Microsoft   *Issaquah, Washington*
Core Services Engineering & Operations Intern   *May 2018 - August 2018*
- Lead team of 5 developers and 10 marketing stakeholders through daily Agile sprints to release an accessibility extension for Outlook
- Integrated NodeJS and AngularJS audit application into custom web framework with minimal documentation and guidance

State Farm   *Bloomington, Illinois*
Customer Core Services Intern   *May 2017 - Aug. 2017*
- Developed Postgres database and implemented Java production code to reduce number of external service calls by over 20%

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 10%

Games & Projects

Virtual Showdown   *December 2018 - Current*
Refactored and expanded accessible virtual reality game for people with low vision using Unity, Kinect 2.0, and Nintendo Switch SDKs

HoloScribe   *Oct. 2018*
Created HoloLens application in Unity that translates phrases between different languages with simple voice commands

Bughunters 2   *Jan. 2018 - May 2018*
Engineered a cooperative virtual reality space exploration and shooter game using Unity and SteamVR in C# and presented at EPXCon

Internet of Followers (1st Place, Midwest Big Data Hack 2017)   *Sep. 2017*
Leveraged Unity, SteamVR, and Tweepy for a virtual reality application that visualizes a user's Twitter follower network in 3D space

Work Experience

University of Iowa Computer Science Department   *Iowa City, Iowa*
Teaching Assistant [Programming Language Concepts, Robot Theater, Algorithms]   *Aug. 2016 - May 2019*
- Worked with students daily on individual, small group, and large classroom basis to reinforce various technical learning concepts
- Guided people with varying technical backgrounds on principles of animation and robotics using NAO robots for interactive theater

University of Iowa Pomerantz Career Center   *Iowa City, Iowa*
Software & Data Assistant   *Aug. 2016 - May 2018*
- Created and maintained a post-graduation survey with Qualtrics and Javascript which reaches over 500 graduates per semester

Education

University of Iowa   *Iowa City, Iowa*
Master's in Computer Science (Software Engineering Track)   *Aug. 2017 - May 2019*

University of Iowa   *Iowa City, Iowa*
B.A. in Computer Science with Honors and High Distinction   *Aug. 2015 - May 2018*

Outreach & Service

2019-2020 **R&D Project Lead**, Warfighter Engaged
2016-2019 **Conference Organizer**, EPX Animation and Gaming Conference and UI Computing Conference
2016-2019 **Developer and Instructor**, University of Iowa Robot Theater Outreach Program