

# Heather Kemp

SOFTWARE ENGINEER · DATA SCIENTIST · PROJECT MANAGER

3195 Kerry Court, Dubuque, Iowa, 52001

☎ (563) 451-7490 | ✉ 2heatherk@gmail.com | 🏠 hekemp.github.io | 🐙 github.com/hekemp | 💼 linkedin.com/hekemp

## Relevant Languages & Skills

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**Languages** C#, Java, JavaScript, Typescript, Python, R, Ruby, Swift, C, C++

**Tools** Game Development (Unity, UE4), Continuous Deployment (Jenkins, Azure), Databases (Postgres, SQL, MySQL, Mongo)

## Relevant Experience

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### 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%

## Work Experience

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### 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

## Games & Projects

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### Virtual Showdown

*December 2018 - May 2019*

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

## Education

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### 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

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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

2016-2019 **STEM Day Camp Event Leader**, Various Locations