

# Curriculum Vitae

## Kathleen Marie Kelly

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### EDUCATION

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**Colorado School of Mines** - *PhD Candidate, Computer Science Education*

2022 - present

**University of Central Florida, Orlando** - *Master of Science, Computer Science*

1994 - 1997

**Loyola University, New Orleans** - *Bachelor of Science, Mathematics*

1990 - 1994

### PUBLICATIONS AND AWARDS

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**European Conference for Game Based Learning (ECGBL)** - *Gamification Powered by a Large Language Model to Enhance Flipped Classroom Learning in Undergraduate Computer Science*

2024, Aarhus University, Denmark

**Best PhD Presentation** - *Gamification Powered by a Large Language Model to Enhance Flipped Classroom Learning in Undergraduate Computer Science*

2024, Aarhus University, Denmark

### TEACHING EXPERIENCE

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**Colorado School of Mines, Golden** - *Teaching Associate Professor*

August 2021 - PRESENT

- Coordinating multiple sections, teaching in-person lecture, office hours (CSCI 261, CSCI 306, CSCI 477/577)
- Redesigned Game Development course and broke into two sections, one of which was a graduate section (CSCI 477/577)
- Coordinator for Field Session (CSCI 360), gathering all the industry projects, assigning teams, managing course advisors and guest speakers

- Service includes: C-MAPP co-chair, JEDI group, ACM-W advisor, DREAM program co-director, TF search committee, undergraduate curriculum committee, advising and writing recommendation letters for numerous students

### **Colorado School of Mines, Golden** - *Adjunct Instructor*

2020 - 2021

- Teaching C++ live remote, including lecture and office hours.
- Instruct the students through the given curriculum while also supporting and teaching them all semester. Grading of exams.

### **Arapahoe Community College, Littleton** - *Adjunct Instructor*

2009 - 2021

- Teaching Java, advanced Java, Python, SQL, C++ and logic classes both on campus and online, including lecture and lab.
- Develop and maintain the curriculum of the classes, including all lectures, labs, assignments, exams, and grading criteria.

### **Mesa College, San Diego** - *Adjunct Instructor*

2005 - 2007

- Taught C++ classes both on campus and online, including lecture and lab.
- Developed the entire curriculum of the class, including all lectures, labs, assignments, exams, and grading criteria.
- Developed a proposal to introduce game programming into the curriculum.
- Developed a web programming course for a group of professionals, meeting at their office over several weeks to present the custom material.

### **University of Central Florida, Orlando** - *Adjunct Instructor*

### **Seminole Community College, Orlando** - *Adjunct Instructor*

1994 - 2003

- Responsible for the entire curriculum of the classes: all lectures, labs, assignments, exams, grading, and extensive outside tutoring.
- Developed two different corporate classes at the request of students, one on Java and one on all .NET technologies. All materials were developed solely by me, including a textbook and CD that I created.
- Developed and taught a Pascal programming class at AT&T to professionals.

## **WORK EXPERIENCE**

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### **Verizon (formerly ProtectWise, Inc), Denver** - *Staff Engineer*

2014 - 2021

- Major contributor on the Detections team of the Network/Detection/Response product of Verizon, supporting new threat rules to help identify threats in a customer's network and to help correctly label their devices.
- Managed two summer interns from Colorado School of Mines last summer. One has since been hired as a full-time employee to start later this year.
- Handle all correspondence with the Colorado School of Mines C-MAPP partnership, organizing tech-talks and meetups between Verizon and the students.
- Was previously on the Integrations team, developing 3<sup>rd</sup> party integrations into the ProtectWise user interface via a backend service and proxy written in Go. Quick delivery of new integrations to showcase at conferences and help acquire more customers.
- Was one of the first employees with this small startup company before it came out of stealth mode, then was later acquired by Verizon.
- Have been part of the backend platform team for six years, contributing to most aspects of the system, including: Cassandra database involvement, thrift and REST services, kafka message bus, Spark batch processing, AWS S3 file manipulation, docker and kerberos work.
- Primary programming language has been Scala with some recent work in Rust and Python.

### **Yahoo!, Inc, Orlando/San Diego/Denver** - *Senior Software Engineer*

2000 - 2014

- Messenger middle-tier team with a small team of engineers; responsible for communication with the Messenger frontend clients and the core backend components
- Major contributor to a complete rewrite of email backend storage retrieval and delivery.
- Worked remotely in Denver for last five years of employment with California team.
- Previous assignments included eCommerce, billing, Yahoo! Music
- Before acquisition, worked for Musicmatch Jukebox working primarily with portable devices. Duties required international travel.
- Primary programming languages were C, C++, Java, and PHP.

### **n-Space, Inc, Orlando** - *Senior Game Programmer*

2000 - 2014

- Supervised two other programmers and attended lead meetings while assuming complex game design and programming tasks.
- Two games awarded Parent's Choice Award for their respective year.
- Assigned sole responsibility for the localization of international sales.