github.com/kearnie in linkedin.com/in/kearnie Bē behance.net/kearniel V vimeo.com/kearniel

EXPERIENCE

Jan 2018 Johnson & Johnson Product Manager Intern/Extern

- · Implemented and proposed core components of internal data-tracking dashboard to be integrated into collaborative employee workflow
- · Created and managed database in MySQL of 50k sales rep and customer data and wrote Python scripts to parse and query individual coordinates
- Developed geographic asset-tracking data science and analytics platform using Python, HTML, CSS, JavaScript to display 36k worldwide customers
- Designed UI/UX and built front-end interface for a data profiling web app with HTML, CSS, JavaScript/jQuery to improve data curation process
- · Communicated between engineers, designers, analysts, managers, and partnered companies in constructing a data grid platform, and demoed wireframes and infrastructure to VP and senior executives

Aug 2016 Princeton University

Jun 2016 Interaction Design Instructor

- · Created and led curriculum for visual media and product design
- · Balanced group technical exercises and individual student creativity to complete personalized compositions and concepts
- Mentored individuals 1:1 to provide independent feedback and progress while accommodating varying skill levels

ACTIVITIES

Carnegie Mellon Design League / AIGA / IDSA

- Part of a student-run organization and community that aims to help students gain a holistic understanding of the world of design, representing the official AIGA and IDSA groups at CMU
- Provided mentorship with professional development and hosted training workshops (Adobe tutorials, design thinking, UX tools, prototyping, etc.)

BXA Student Advisory Committee

- Hosted forums for CMU's intercollege degree program to discuss community and professional objectives, share resources on internships and capstone projects, and initiate multidisciplinary collaborations to support and improve the interdisciplinary network between the five involved colleges
- · Part of the Big/Little program as a mentor to underclassmen in the School of Computer Science and College of Fine Arts

Dec 2016 The Frank-Ratchye STUDIO for Creative Inquiry

- · Developed computational designs, data visualizations, motion capture software, interactive virtual environments, and other projects
- · Researched engineers, designers, artists, and trending softwares and studies concerning interdisciplinary practices in technology and the arts

EDUCATION

Carnegie Mellon University

B.S. Computer Science and Art Intercollege Degree May 2019 | GPA: 3.33

Coursework

Parallel and Sequential Algorithms Designing Human Centered Software Probability Theory and Random Processes Great Theoretical Ideas in Computer Science Social Web

() SKILLS

Python, C, HTML & CSS, JavaScript, SQL, Shell/Bash, Java, SML, Ruby

React, AngularJS, jQuery, MySQL, Processing, Unix/Linux, p5.js, Node.js, D3.js, ROS

Photoshop, Illustrator, Premiere Pro CC, After Effects, InDesign, Sketch, PaintTool SAI

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PROJECTS

Baxter Feeding Bot

ROS, Python, HTML & CSS, OpenCV

Software to make humanoid research robot retrieve food sources and feed patients through kinematics, object recognition, and facial landmark detection

BlockShop

Swift, MongoDB, Node.js, Heroku

iOS app to allow CMU students to sell meal blocks by connecting parties through map location services and embedded Facebook authentication and messaging

Nocturne

Processing, FaceOSC, JavaScript, p5.js

Series of celestial interaction designs and interfaces including a constellation clock, daydreaming VR simulation, and nighttime landscape of light trails and zephyrs

Jan 2017