

Keaton Love

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OBJECTIVE: To gain an entry-level position that pushes me to learn new ideas and technologies.

Mathematical Skills:	Calculus I & II, Linear Algebra, Discrete Mathematics
Programming Languages:	Python, Java, C#, SML, Prolog, Matlab, Assembly, Bash, SQL, HTML, CSS, Javascript
Databases:	MySQL
Operating Systems:	Windows, MacOS, Linux (Ubuntu, Mint)
Tools:	Vim, VS Code, Visual Studio, GitHub, Android Studio, Weka
Office Applications:	MS Word, MS PowerPoint, MS Excel, Google Docs, Google Slides
Other Applications:	Adobe (Illustrator, Photoshop, Premiere Pro), Fusion 360, Blender
Significant Coursework:	Artificial Intelligence, Computer Architecture, Programming Languages, Data Mining and Knowledge Discovery, Data Structures

EDUCATION: Louisiana Tech University - Ruston Louisiana
Bachelor of Science Degree - Expected November 2023
Major: Computer Science
Concentration: Big Data and Cloud Computing

EXPERIENCE:

Undergraduate Research Assistant, Louisiana Tech

9/22 - present

MIRANDA, Improving Situational Awareness for the Visually Impaired

- MIRANDA is a project focused on helping visually impaired people by providing an Artificial Intelligence System that can recognize faces, objects, give haptic feedback, and present relevant visual information to the user.
- During my time working on MIRANDA, I have:
 - Applied proper architecture and refactored the code base of an existing android application using Java.
 - Implemented data transmission between microcontrollers and AI compute system using message queuing.
 - Researched seamless ways of providing feedback to visually impaired users.
 - Conducted system testing, analyzing ways to improve the end user's overall experience.

Junior Developer (Associate Consultant), Fenway Group

5/22 - 12/22

- Practiced SCRUM methodologies, and Agile development.
- Demoed work to PO's, and communicated with teammates.
- Exercised full-stack development using MVC architecture.
- Used CI/CD with github in practicing version control.
- Configured MySQL databases and mapped out relationships.
- Developed UI for ASP.NET applications.
- Created extensive documentation for user stories.
- Practiced peer-programming.

PERSONAL PROJECTS:

Neural Network in Java to Identify Handwritten Digits

10/22

- Using the MNIST Dataset I created a neural network to identify handwritten digits.
- This was done by creating a feedforward network that used stochastic gradient descent and backpropagation.
- Everything was coded from scratch, only using a few basic libraries.
- I was able to achieve over 95% accuracy with my network.

Contexto Rest API and Discord Bot

2/23 - Present

- Contexto is a guessing game made by Stanford's NLP Group where players attempt to uncover a hidden word.
- I thought the game would be fun to play with friends without one person having to control the game.
- I started by developing a python script that launches the game on a webpage using Selenium. This script includes all necessary functions, which are called by the REST API.
- To make the game even more accessible, I utilized the Flask framework for Python to build a REST API.
- I am now creating a Discord bot. This bot will provide additional features beyond the CLI. I'm currently programming the bot in Node.js.

Voice Activated Spotify Player

9/22

- Used voice recognition libraries alongside Spotify's API to create a voice activated music player.
- I was tired of switching to the Spotify app to search for songs. This resulted in me making a small bot to take care of the task for me.
- For this project, I wrote two python scripts.
 - One to define calls to the Spotify API and extract information from the json it gathered.
 - The other handles the getting the user's voice commands and calling related functions.