# Keegan Lawley

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## OBJECTIVE

To gain an internship for the Summer of 2021.

## EDUCATION

**University of South Florida**                                         August 2015 - May 2017
Bachelor's of Science in Computer Science

**Florida State University**                                           August 2017 - July 2020
Bachelor's of Science in Computer Science

**Florida State University**                                           August 2020 - May 2022
Master's of Science in Computer Science

> **Relevant Courses:**
> Introduction to Computer Graphics (Fall 2020), Artificial Intelligence (Fall 2020),
> Advanced Algorithms (Fall 2020),  Software Engineering (Spring 2021)

## EXPERIENCE

**Optical Integrity - Frontend Developer**, *Panama City Beach, FL*          May 2017 - December 2017
- Pitched and delivered a redesign/rebuild of the company website.
- Collaboratively built an application to control medical lasers with web interfaces.
- Created Orbit, an app that stores 3D files across employees at the company to create a database of files so we would not lose them. Utilizes Electron JS for the interface and Firebase for user authentication and storage.

**Jellyfish Health - Fullstack Development Intern**, *Panama City, FL*          May 2018 - Present
- Worked in an agile development team to build patient experience software in AngularJS and Java.
- Developed multiple custom AngularJS components for the patient-facing portal of our application.
- Updated our ES5 API to use TypeScript modules agnostic of any AngularJS services. Allowing us to use this API with any future framework.
- Worked with a completely asynchronous team to implement telehealth features to help clients adjust to the COVID-19 pandemic.

## PROJECTS

**Real-Time Shape Editing using Radial Basis Functions** - Fall 2020
- Implementing the method from *Real-Time Shape Editing using Radial Basis Functions,* [Botsch and Kobblet], 2005 in C++ with OpenGL.

**Rasterizer** - Fall 2020
- Implementing a 2D Triangle Soup editor and a 3D mesh viewer in C++ with OpenGL. Both of these editors leverage keyboard and mouse support with GLFW.

**Ray Tracer** - Fall 2020
- Implementing a ray tracer in C++ with openGL that supports Phong shading, shadows, reflections.

## SKILLS

C++, OpenGL, JavaScript, Java, Python, Git