Keely Aislinn Whelan

UCSC Computer Science Graduate Student

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EDUCATION

University of California, Santa Cruz

- Master of Science in Computer Science, expected June 2023
- Bachelor of Science in Computer Science, June 2021

EXPERIENCE

General Atomics, Inc June 2020- August 2020

Internship in Energy Division of General Atomics, San Diego.

- Improved efficiency by automating the creation of business forecast and expense sheets with the development of a Macros and Windows Form app for Excel database.
- Built with C# and Visual Studio.
- Developed technical writing skill by creating user documentation and tutorials for excel.

SMA, Inc. June 2019- August 2019

Internship at aerospace consulting firm SMA, Irvine.

- Developed an application to read a Customer Relationship Management database web API response JSON into Excel workbook to display data as easily readable for clients.
- Ensured product quality by reporting bugs in Azure DevOps for their Web and mobile app.
- Learned Agile and Scrum methodology thru observing development meetings.

Design Leadership Committee, Kappa Alpha Theta September 2018- June 2020

- Graphic Design for social media and philanthropy fundraising with use of Illustrator and Photoshop.

UCSC Film Production Coalition September 2017- June 2018

- Camera operation and sound technician. Collaboration in a team, editing with Final Cut.

TECHNICAL SKILLS

Languages : Python, C/C++, SQL, Java, C#, JavaScript. Familiar with- Assembly (MIPS, RISC-V), Perl, Prolog

Tools : HTML, Git, UNIX, Azure DevOps, Google Cloud, SQlite, PSQL, MATLAB, Visual Studio, Illustrator, Photoshop, XCode, VBA

SCIENCE, ENGINEERING & MATH INTELLECTUAL SKILLS (Coursework)

Artificial Intelligence & Machine Learning, Machine Perception and Inference
Optimization Theory, Applied Discrete Math, Vector Calculus, Probability Theory and Statistics,
Analysis of Algorithms, Advanced Programing (GUI's, multithreaded client/server applications),
Comparative Programing Languages, Computational Models, Computer Systems Design, Foundations
of Game Design, Abstract Data Structures, Database Systems, Technical Writing, Web Applications,
Cyber-physical Systems Security