KEITH W. MCNAMARA, JR.

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Phone: (410) 845-8065   Email: kmcnamara1@ufl.edu

EDUCATION

PHD PROGRAM AT UNIVERSITY OF FLORIDA IN HUMAN CENTERED COMPUTING   AUGUST 2018 - PRESENT
        EXPECTED CLASS OF 2023

Graduated from University of Maryland, Baltimore County (UMBC) – Baltimore Maryland   May 2018

    B.S. in Computer Science

AWARDS/HONORS/SPECIAL RECOGNITIONS

- MCKNIGHT DOCTORAL FELLOWSHIP   AUGUST 2018
- UNIVERSITY OF FLORIDA GRADUATE STUDENT PREEMINENCE AWARD   AUGUST 2018
- UMBC MEYERHOFF SCHOLARS PROGRAM (M26 COHORT)   AUGUST 2014
- WYATT-MARTIN & ASSOCIATES SCHOLARSHIP   APRIL 2014
- MARK THOMAS HOPKINS MEMORIAL SCHOLARSHIP   APRIL 2014

Internship/ Research Experience

UNIVERSITY OF FLORIDA
Computer and Information Science and Engineering

- Conducted a study of distractions on information retention in education through an augmented reality platform
- Conducted a study native language impacts on introductory performance to programming
- Conducted a study measuring user Responses to anti-robocall indicators
    - Conducted user studies to evaluate user experience with spam calls
    - Tested a prototype application to gauge various experiences with different app designs
    - Performed statistical analysis on data collected to discuss results and visualize information

Museum of Natural History

- Designed a virtual reality experience for museum attendees to learn about sea level rise

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY (UMBC)   DECEMBER 2016 - MAY 2018
Computer Science and Electrical Engineering (CSEE) Department – MAPLE Lab; Dr. Marie desJardines

- Machine/Reinforcement Learning
    - Using custom BURLAP Java language software for agent-based learning
    - Working with domains for Markov Decision Processes (MDP) and Abstract MDPs (AMDP)
- Cooperatively facilitated a team working on theoretical applications for AMDPs and making environments partially observable to the learning agent

NORTHROP GRUMMAN CORPORATION   JUNE 2016 - AUGUST 2016
Technology Services – Health IT Internship

- Worked with technology and software analysts on Microsoft Sharepoint features
- Studied and contributed to the Software Development Life Cycle (SDLC)
- Worked with customers for government contracts
- Recorded software requirements and meeting notes

Academic/Teaching Experience

- Served as an Undergraduate Teaching Assistant for Computer Science course   September 25, 2017 – May 24, 2017
    - CMSC 304: Social and Ethical Issues in Information Technology

Publications:

Technical Skills

- Working knowledge of Windows OS
- Information Technology (IT) client-based troubleshooting
- Software Installation and Computer Imaging
- UNIX
- Programming Languages:
    - Python
    - C
    - C++
    - C#
    - HTML/CSS
    - Java
    - JavaScript
    - VHDL
- Unity Game Engine – scripting and scene design
- Computer Architecture and Maintenance

Conferences Attended

- Richard Tapia Diversity in Computing Conference   2018
- 44th National Society of Black Engineers Conference   2018
- ITSMF Q3 Conference   2015

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REFERENCES:
Dr. Juan E. Gilbert
Chair, Computer and Information Sciences and Engineering
University of Florida
jaun@ufl.edu

Dr. Marie desJardins
Inaugural Dean
Simmons University
marie.desjardins@simmons.edu

Dr. Ivan Erill
Associate Professor
University of Maryland, Baltimore County
Department of Biological Sciences
Bioinformatics
erill@umbc.edu