

# KEITH W. McNAMARA, JR.

LAST UPDATED: 9/19/19

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## EDUCATION

PHD PROGRAM AT UNIVERSITY OF FLORIDA IN HUMAN CENTERED COMPUTING  
EXPECTED CLASS OF 2023

AUGUST 2018 - PRESENT

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  |

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## Internship/ Research Experience

UNIVERSITY OF FLORIDA

2018-PRESENT

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 and implemented a virtual reality experience for museum attendees to learn about sea level rise
- Designed with Unity engine and implemented with C#

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY (UMBC)  
2018

DECEMBER 2016 - MAY

Computer Science and Electrical Engineering (CSEE) Department - MAPLE Lab; Dr. Marie desJardines

- Machine/Reinforcement Learning
  - Used 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
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### 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
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### 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 |
| • 44 <sup>th</sup> 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](mailto:jaun@ufl.edu)

Dr. Marie desJardins  
Inaugural Dean  
Simmons University  
[marie.desjardins@simmons.edu](mailto:marie.desjardins@simmons.edu)

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