

4985 Tierra Baja Way
San Diego CA 92115
[linkedin.com/in/kevin-d-omara](https://www.linkedin.com/in/kevin-d-omara)

KEVIN D. O'MARA

(408) 840-9875
kevin.d.omara@gmail.com
github.com/kevin-d-omara

EMPLOYMENT

Instructional Student Assistant **San Diego State University** **Fall 2017**

3D Game Programming

- Help students understand concepts of 3D game programming and the Unity game engine.
- Teach students how and why to use a version control system such as Git.

Software Engineer, Intern **Amazon** **Summer 2017**

Supply Chain Optimization Technology

- Implemented support ticket categorizer using unsupervised machine learning.
- Integrated categorizer into an existing bot for automation.
- Refactored legacy module to support region-based operations and maintain backwards compatibility.

Research Assistant **San Diego State University** **Summer 2015 – Spring 2016**

Computational Quantum Mechanics

- Replaced bottlenecking three-dimensional integral with system of linear equations to achieve 3x speedup.
- Validated new algorithm through time profiling and verifying the numerical accuracy and precision.
- Taught scripting and automation to two new research assistants.

EDUCATION

San Diego, CA **San Diego State University** **Fall 2012 – Fall 2017**

- M.S. in Computer Science, graduating December 2017. GPA: 3.8
- B.S. in Physics, May 2016. GPA: 3.6
- Graduate Coursework: Advanced 3D Game Programming; Combinatoric Algorithms; Intelligent Systems & Control; Software Engineering; Spatial Databases; Data Mining
- Undergraduate Coursework: Data Structures; Calculus III; Methods of Applied Mathematics II; Classical Mechanics; Modern Optics and Lasers (& Lab)

TECHNICAL EXPERIENCE

Projects

- [Unity Networking Library](#) (2017, in-progress). Replacement for UNET networked methods. C#, Unity
- [Procedural Cave Generator](#) (2017). Tree-based 2d procedural cave generator. C#, Unity
- [Car Racing Game](#) (2016). Simple 3d car racing game. Lead programmer of four-person team. C#, Unity
- [Pong/Breakout Hybrid](#) (2016). Customizable combination of Pong and Breakout plus powerups. C#, Unity
- [Line-of-Sight Calculator](#) (2016). Calculator for precise line-of-sight on a 2d grid. Lua
- [Board Game Expansion](#) (2016). Most popular fan-made hero. Collaborated with international peers.
- [Command Line Shooter](#) (2015). Command line bullet-hell shooter inspired by Space Invaders. Fortran
- [Board Game Re-Theme](#) (2015). High fidelity artwork for re-theming my favorite board game. Photoshop

ADDITIONAL EXPERIENCE AND AWARDS

- **Honorable Mention in Hackathon (2016)**: Conceptualized GPS-based area control game in Unity on a team.
- **Outstanding Physics Graduate**: Awarded for consistently putting in the effort to achieve by passions.
- **Physics Tutor (2015-2016)**: Helped students learn the fundamental principles of physics.
- **Vice President, Society of Physics Students (2015-2016)**: Helped organize industry tours and host meetings.

LANGUAGES AND TECHNOLOGIES

Proficient

- C#; Visual Studio; Unity; Git

Familiar

- C; Lua; Python; Bash; JSON; XML; Java; Scala; Fortran; Matlab
- IntelliJ; Eclipse; Oracle SQL; Spark; LOVE2D