KEVIN BEAULIEU

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EDUCATION

Cornell University, College of Arts & Sciences
Bachelor's Degree in Information Science expected May 2017
GPA: 3.76, Dean's List
Tanner Dean's Scholar

High School, Columbus Academy
GPA: 4.35
ACT 36 Composite Score

TECHNICAL/WORK EXPERIENCE

Flint, *Chief Technology Officer* 2014-Present

Flint connects Cornell students with established entrepreneurs and Cornell alumni through our mentorship program. I lead the software team, which is responsible for the development of Flint's website, where students and mentors find and connect with each other. In addition to managing the software team, I focus primarily on design and front-end programming.

Endless Mobile, *Software Engineer Intern*, San Francisco, CA Summer 2014

Worked on motion graphics and front-end programming for Endless OS ◆ Designed/implemented (in C and JavaScript) subtle animations applied to micro-interactions such as opening a window or clicking a button ◆ Aim to delight users with a more polished interaction & help guide their eyes toward relevant UI elements.

Published Android App (Cerebrum) on Google Play Store (http://cerebrum.netai.net) 2013-2014

Top 250 New Free Productivity Apps during 1st week after release

Google Play Store: https://play.google.com/store/apps/details?id=com.kevinmbeaulieu.app

Cerebrum is an Android app which displays the user's thoughts in a rotating, prioritized cloud, emphasizing important thoughts and approaching events ◆ User can use speech to interact with Cerebrum ◆ App understands human-readable dates such as "tomorrow morning" ◆ Automatically asks to pull events from Android's native calendar app ◆ See website listed above for screenshots, features, and other information.

Autonomous Underwater Vehicle (CUAUV) Project Team, Software, Cornell University 2013-2014

Used optical flow to significantly improve the submarine's ability to track objects when the camera's view becomes partially obscured by using the object's trajectory to infer its current position. ◆ Collaborated with two team members to redesign GUI for the submarine's controls system to allow for easier organization of open windows.

Consultant for CS 2110 Course (Object-Oriented Programming and Data Structures) 2014

Provide assistance to current CS 2110 students on Tuesdays and Thursdays, helping them understand the course concepts and material ◆ Received an A+ in the course fall 2013 semester.

Published Three iPhone Apps on App Store 2010-2011

2D physics-based game in which the user applies forces to charged particles to guide them toward a target. ◆ Version of the game Snake. ◆ Memory game that involves matching colors and sounds.

Naval Surface Warfare Center, *Intern*, Carderock, MD Summer 2013

Office of Naval Research Science & Engineering Apprentice Program

Updated training material for software package, allowing new users to efficiently teach themselves instead of waiting for the next training class ◆Worked with weapons effects analysis team.

Analytic Services Inc., Homeland Security Studies & Analysis Institute, *Intern*, Arlington, VA Summer 2012

Department of Defense and George Washington University Science & Engineering Apprentice Program

Built/analyzed computer simulation of flow of illegal migrants across U.S.-Mexico border ◆Taught myself NetLogo, a programming language for creating agent-based simulations ◆Wrote 45-page report on findings, presented results to mentor's team.