Kevin Kellar

Computer Science Undergraduate (Graduating Spring 2021)
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Objective

Six month Co-op in Computer Science or Software Engineering. starting Spring 2019

Education

California Polytechnic University
San Luis Obispo, CA

B.S. in Computer Science
Fall 2017 - Present

- **3.91 GPA** (CPSLO, Cumulative)
- Earned **'A'** in **Data Structures**, **OO Java**, and Intro To Computer Organization (**Assembly**)
- **'A'** in **Systems Programming** (C programming in Unix environment), Spring 2018
- Completion of Calculus Series (I - IV), Physics Series (I - III), and Technical Writing for Eningeers

Work Experience

Dynamic Robotics Laboratory (II)
Oregon State University

Research Experience for Undergraduates
Summer 2018

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Dynamic Robotics Laboratory (I)
Oregon State University

High School Research Assistant
Summer 2017

- Completed projects in Arduino, Teensy, Unix, and VR by **independently learning C/C++**
- Assisted in robotics research in the field of path planning, decision making, and teleop controls
- Self-taught setup and maintenance of industry-grade force plates
- Extensive practice in documenting software and writing setup instructions

Electical Engineering and Computer Science Department
Oregon State University

Apprenticeship in Science and Engineering
Summer 2015

- 300 hours of software development and computer skills experience
- Co-Contributor of **ICST research paper** "TSTL: the Template Scripting Testing Language"
- Implemented a testing framework in Java, allowing it to be used in Android development
- Self-taught basic shell scripting and using Linux-based systems as a development platform

Programming Skills

Git Developed **dozens of GitHub projects**, resolved complex merge conflicts, and used issues / pull requests
Android Published **two Android applications** to the **Google Play Store**, and learned to use XML for interface design
Networking Developed two networked Java applications: a simple chat room and a **multi-user Android app**
Python Wrote a **Self Learning** Tic-Tic-Toe program in Python, which learns as the user plays against it
Data Structs Comfortable writing and using **hashtables and priority queues** in Java, C, and Python
Unix Comfortable scripting with Unix programs such as sed, grep, and conditionals for simple tasks
GCC / Make Developed a dozen Unix C projects, many using memory management, raw pointers, and **complex Makefiles**
Arduino Written many Arduino/Teensy sketches including my custom bikelights and a **simulated xbox controller**
SSH Built a **home file server**: experience with ssh server setup, ssh tunneling, and RSA key setup