

Kevin Kellar

COMPUTER SCIENCE UNDERGRADUATE (GRADUATING SPRING 2021)

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Objective

Software Engineering internship opportunities at Google

Education

California Polytechnic University

San Luis Obispo, CA

B.S. IN COMPUTER SCIENCE

Fall 2017 - Present

- Major GPA: **3.9** — Cal Poly Cumulative GPA: **3.9**
- Exceeded in **Algorithms**, **Operating Systems**, and **Computer Architecture** (ARM Assembly)
- Finished **Systems Programming** (C programming in Unix environment) in Spring 2018
- Completion of Calculus Series (I - IV), Physics Series (I - III), and Technical Writing for Engineers

Work Experience

Apple: Special Projects Group

Santa Clara, CA

SOFTWARE ENGINEERING INTERN

Summer 2019

- Thirteen weeks of **systems programming** experience targeting real time **embedded** operating system
- Extensive work with test driven development, using **cmocka for unit test mocking**
- Worked with **bazel** build system to target **both Linux and MacOS**, as well as the primary RTOS

Cal Poly Computer Science and Software Engineering Department

San Luis Obispo

INSTRUCTIONAL STUDENT ASSISTANT

Fall 2018

- Experience with Computer Science **tutoring** for groups ranging from 1 to 30 students

Dynamic Robotics Laboratory (II)

Oregon State University

RESEARCH EXPERIENCE FOR UNDERGRADUATES (REU)

Summer 2018

- Developed **Cassie Trajectory Editor**, a tool to manipulate walking gaits for the bipedal robot Cassie
- Wrote C in Ubuntu Linux to link with C++ libraries such as **MuJoCo Physics Simulator** and **GLFW**
- Self-taught **Matplotlib** in Python for visualizing subtle differences robot trajectories and solver outputs

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**
- Assisted in robotics research in the field of path planning, decision making, and teleop controls
- Documented the finished software tools and wrote setup instructions for use within the organization

Programming Skills

POSIX C Developed over a dozen POSIX system programming projects using **memory management** and **raw pointers**

Arduino Written Arduino/Teensy sketches including a simulated xbox controller and **autonomous robot drive code**

Git Developed **dozens of GitHub projects**, resolved complex merge conflicts, and used issues / pull requests

Build Experience with the **Bazel build system** and writing complex **Makefiles** for multiple target architectures

Test Developed systems level software using test-driven development and the **cmocka testing library**

Android Published **two Android applications** to the **Google Play Store**, and learned to use XML for interface design

Python Wrote a **Self Learning** Tic-Tic-Toe program in Python, which learns as the user plays against it

Unix Shell Comfortable scripting with Unix programs such as sed, grep, and conditionals for simple tasks

SSH Built a **home file server**: experience with ssh server setup, ssh tunneling, and RSA key setup

Security Involvement with Cal Poly WhiteHat, competing in frequent Capture-The-Flag cybersecurity challenges

Honors & Awards

EXTRACURRICULAR

2018 **1st Prize**: Roborodentia: Cal Poly's Autonomous Robotics Competition

Cal Poly, SLO

2018 **2nd Prize**: Winter SLOHacks: Developed a networked Android application

Cal Poly, SLO