Kiran T. Payne

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EDUCATION

Purdue University – *West Lafayette, IN*   December 2020
Bachelor of Science in Computer Science (GPA: 3.44/4.0)   Concentration: Software Engineering

EMPLOYMENT

Purdue University, C Design Lab, Software Developer   **February 2020 – Present**
- Redesigned existing AR (Google ARCore & Unity AR Foundation) application for a research project.
- Integrated Photon Unity Networking and Cloud Anchors to create collaborative AR-IoT experiences.
- Collaborated with a team of 6 to design a block programming language with Google's Blockly API.
- Led design on an electronics simulation tool (created in JavaScript) using above block programming tool.

Ecolab, IT Division, Intern   **June 2020 – August 2020**
- Created a foundational Threat Intelligence System that collects critical security data from various APIs.
- Optimized algorithm for data ingestion into ElasticSearch and reduced overall run-time by 95%.
- Visualized ingested data using Kibana to create consolidated Intelligence Dashboards for InfoSec team.
- Orchestrated and executed the company's first hackathon for 20+ interns over 2 days.

RSA Security, Dell EMC (Security Division), Shift Manager   **December 2018 – February 2020**
- As a 24/7 point of contact, communicated with 100+ financial institutions around the world.
- Designed and deployed an internal tool in Python that automated an entire role at our site.
- Assisted in redesigning outdated programs and methods for submitting QA.
- Managed corporate inbox and analysts on shift by assigning tasks and distributing work.

RSA Security, Dell EMC (Security Division), Senior Anti-Fraud Analyst   **January 2018 – February 2020**
- Detection, Analysis, and Shutdown of online fraudulent activity (Phishing, Malware, Brand Abuse, etc.)
- Coordinated with internet authorities and international CERT teams to shut down above activity.

Purdue Computer Science Department, Undergraduate Teaching Assistant   **June 2019 – May 2020**
Course: CS 18000 (Object-Oriented Programming & Problem Solving in Java)
- Assisted 20+ students in a lab section, teaching foundational programming skills and coding standards.
- Held regular office hours 3+ times a week to assist students with homework help or content questions.
Course: CS 25200 (Systems Programming)
- Assisted 30+ students in a lab section, teaching shell programming and memory optimization in C.
- Held online office hours once a week to assist students with homework help or conceptual understanding.
- Helped shift course resources and lab materials online in response to COVID-19 pandemic.

SKILLS

Programming Languages: C, C++, C#, CSS, HTML, Java, JavaScript, Python, SQL, TypeScript
Tools/Frameworks: APIs, ARFoundation (ARCore & ARKit), AWS, Blockly, Bootstrap, ELK, Firebase,
Git, Google Cloud, MongoDB, MySQL, Oculus, PostgreSQL, Puppeteer, React, Unity, Unreal Engine 4

RECENT PROJECTS

MyTrade – Collectible Marketplace & DBMS   **September 2020 - December 2020**
- Connected PostgreSQL database to frontend and managed main transactions between client and server.
- Led creation of UI using React (with hooks) and custom CSS.

Keep Talking or Suffer a Windows Update – A Multiplayer VR Game   **January 2020**
- Achieved communication between a PC client and VR headset (Oculus SDK) using Java Socket I/O.
- Executed randomization algorithm for game conditions on back-end for a replayable User Experience.
- Completed project in 36 hours at the "BoilerMake VII" University Hackathon within Unity Engine.

OnQueue – A Social Music Application   **January 2020 – May 2020**
- Maintained a RESTful API in Java that allows our web-app to be changed by members in real-time.

Cookin' Boiler - A Unity VR Game   **September 2019 – November 2019**
- Built a Virtual Reality cooking simulation using Unity Engine, C# Scripts, and the SteamVR SDK.
- Created original 3D models in Autodesk Maya and implemented realistic collision detection.

Quizwiz – An Online Quiz Taking Platform   **August 2019 – November 2019**
- Utilized React and TypeScript in conjunction with open-source packages to make a quiz website.
- Created a NoSQL database with Firebase and integrated in each webpage with dynamic state changing.