

Kiran T. Payne

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EMPLOYMENT

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- Aegis Software Corporation, Software Engineer** **February 2021 – Present**
- Utilize .NET technologies (C#, WPF, WCF, LINQ) to maintain the FactoryLogix codebase.
 - Practice Agile methodology to take on custom projects, increasing competitiveness of the software.
 - Query SQL tables and update database schemas as per enhancements requested by clients.
 - Fix bugs and optimize legacy code to keep up with increasing standards in software speed and fluidity.
 - Communicate and collaborate with teams and stakeholders in different global regions.
- Purdue University, C Design Lab, Software Developer** **February 2020 – April 2021**
- Redesigned AR (Google ARCore/Unity AR Foundation/C# Scripting) 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 - Assisted in redesigning outdated programs and methods for submitting QA.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.

SKILLS

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

EDUCATION

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

RECENT PROJECTS

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- 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.

*Updated July 2021