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| 336 N Salisbury, #5  West Lafayette, IN 47906 | **Kiran T. Payne**  https://ktg441.github.io/ | Mobile: (408) 597-2220  payne77@purdue.edu |

**EDUCATION**

Purdue University - *West Lafayette, IN*                                                Expected Graduation: December 2020

**Bachelor of Science in Computer Science**                                                                                       GPA: 3.41/4.0

Minor: Entrepreneurship and Innovation

**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 team to design a web-based electronics simulation tool using the above block programming tool.
* Submitted a manuscript to the ACM CHI 2021 Conference on Human-Factors in Computing Systems.

**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* Assisted in redesigning outdated programs and methods for submitting QA.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 standards.
* Held regular office hours 3+ times a week to assist students with homework help or content questions.
* Proctored major exams and lab practicals.

Course: CS 25200 (Systems Programming)

* Assisted 30+ students in a lab section, teaching shell programming and memory optimization.
* 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.

**RECENT PROJECTS**

**Keep Talking or Suffer a Windows Update – A Multiplayer VR Game January 2020**

* Achieved communication between a PC client and VR headset (Oculus Quest) using sockets in Java.
* Executed randomization of game components on back-end for better User Experience.
* Completed project in 36 hours at the “BoilerMake VII” University Hackathon.

**OnQueue – A Social Music Application January 2020 – May 2020**

* Maintained a server based in Java that allows our web application to be changed by members in real-time.

**Cookin’ Boiler - A Unity VR Game September 2019 – November 2019**

* Built a Virtual Reality cooking game using Unity engine and C# Scripts.
* Created original 3D models in Autodesk Maya.

**Quizwiz – An Online Quiz Taking Platform August 2019 – November 2019**

* Utilized React and in conjunction with open-source packages to make a JavaScript-based website.
* Created a NoSQL database with Firebase and integrated in each webpage.

**DodgeEm - Media Search Engine Webapp April 2019**

* Worked in a team of 3 to enhance knowledge about web development and server interaction with React.
* Helped maintain existing Firebase and connected program to the OMDB API to generate search results.

**SKILLS**

AR/VR/Game Dev: C#, C/C++, Unity, Google AR Core, Oculus, Unreal Engine 4, Autodesk Maya

Web: Python, JavaScript, HTML, CSS, React, Firebase

Databases/BI: Java, Microsoft PowerBI, ElasticSearch/Kibana, Firebase, MySQL

**\*Updated October 2020**