

Kieran Gregg

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EDUCATION

University of San Francisco

December 2021

B.S. Computer Science

San Francisco, CA

- Coursework: Systems Programming (C), Operating Systems (C), Computer Architecture (C/ARMv7), Data Structures and Algorithms (Java), Software Development (Java)

WORK EXPERIENCE

University of San Francisco ITS

January 2019 – Present

Student Lead

San Francisco, CA

- Led and trained a team of 30+ student help desk technicians to provide hardware and software technical support to University students, faculty, and staff over the phone, via email, live chat, and on site.
- Developed filters and sorting processes to reduce average client wait and improve resolution time.

Northrop Grumman Corporation

January 2018 – May 2018

Software Engineer Intern

San Diego, CA

- Developed a time-saving network configuration tool designed to debug network connections between autonomous aircraft and ground control stations.
- Improved workflow efficiency for network engineers in the field and in lab simulations.

PROJECTS

Search Engine

May 2021

- Designed and developed a multi-threaded web-crawler, file parser, and search engine using an inverted index.

Vaccine Notification Bot

March 2021

- Fetched vaccine availability from local pharmacy databases, analyzed regularly on local server.
- Implemented Twilio SMS and JavaMail APIs for instant text and email notifications when difficult to obtain appointments were available in user selected target cities or zip codes.

Custom Unix Command Line Shell

October 2020

- Built a custom Unix shell in C, similar in operation to bash/zsh, with new features and visual improvements.

iOS App Development

July 2017 - Present

- Shipped iOS (Swift) applications annually for the *FIRST Robotics* community with 15,000+ downloads globally.
- Designed and created utilities for *FIRST* teams to score competition and practice matches in real time.

Syndicate FTC Robotics

August 2016 – April 2018

- Co-Founded and led a private FTC (*FIRST* Tech Challenge) team to consecutive regional championship titles.
- Competed in two West Championships and one World Championship, ranked top 10 internationally.
- Led hardware design, fabrication, drive team, and autonomous software development in Java.

FTC Robotics Simulator

August 2015 – April 2017

- Developed a virtual simulation of the annual FTC competition with Unity/JS/C#.
- Enabled drive team to interact with a virtual robot and game elements to emulate a real-world match environment and demoed our simulation at events to spectators.
- Optimized for low-end mobile Android hardware using efficient code, reusable objects, and polygon/mesh reduction, allowing for high framerates across mobile, desktop, and supported virtual reality platforms.

SKILLS & TECHNOLOGIES

- **Programming/App Development:** XCode, Swift, iOS, Java, C, Unity, Git
- **Professional Skills:** CAD, Adobe Creative Suite, ServiceNow, Tableau, Home Networking & Automation