

# Kieran Gregg

kieran@kierangregg.com | linkedin.kierangregg.com | apps.kierangregg.com | github.kierangregg.com

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## EDUCATION

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### University of San Francisco

December 2021

*B.S. Computer Science*

*San Francisco, CA*

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

## WORK EXPERIENCE

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### University of San Francisco ITS

Jan. 2019 – Present

*Student Lead*

*San Francisco, CA*

- Led and trained a team of 25 student help desk technicians to provide hardware and software technical support to University students, faculty, and staff.
- Interacted with clients over the phone, via email, live chat, and on site.
- Developed filters and sorting processes to reduce average client wait and resolution time.

### Northrop Grumman Corporation

Jan 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

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### Vaccine Notification Bot

March 2021

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

### Custom Unix Command Line Shell

October 2020

- Created 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 and fabrication, drive team, and autonomous software development in Java.

### FTC Robotics Simulator

August 2016 – 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 technology at events to spectators.
- Optimized for low-end mobile Android hardware with efficient code, reusable objects, and polygon reduction techniques, allowing for high framerates across mobile, desktop, and supported virtual reality platforms.

## SKILLS & INTERESTS

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- **Programming/App Development:** XCode, Swift, iOS, Java, C, Unity, JS, C#, Android Studio, GitHub
- **Professional Skills:** AutoCAD, SketchUp, Adobe Creative Suite, ServiceNow, Tableau
- **Interests:** Home Networking, Smart Home Automation, Drones, Blockchain, Baseball