Kelly Stewart

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2020 - present
💼 Software Engineer at Google

2016 - 2020
🎓 Bachelor of Computer Science and Technology (Advanced) (Honors) at the University of Sydney

💻 Python, Javascript, Java, SQL, Emacs Lisp, HTML, CSS, SQL, Lua, C, C#, C++

🖥 Git, Angular, Flask, Unreal Engine

🎮 Tabletop RPG, Crochet, Video Games

2019 Google SWE (Software Engineering) Intern
A 3 month, full-time internship working on an existing team, improving journey sharing within location sharing in Android Google Maps, using Java. Implemented new features in addition to cleaning up existing codebase. Designed and documented approach and coordinated with codebase owners in Mountain View, CA. Work involved a range of the tech stack including the frontend Android client, backend server, and database communication.

2017-19 University of Sydney Casual Tutor
Ran 2-3 weekly classes of 20-30 undergraduate students, marked assignments, and supervised in-class quizzes.

- INFO1112 Computing 1B OS & Network Platforms (Bash and Python)
- INFO1110 Introduction to Programming (Python)
- COMP2123 Data Structures & Algorithms (Python and Java)
- INFO1105 Data Structures (Java)
- ENGG1805 Professional Engineering and IT (Java)

2017-18 Web.Comp and NCSS Challenge Tutor
Online, 5 week Python and web courses and competitions for high school students. Helped students with Python, HTML, and CSS problems with a team of other tutors.

2017-18 NCSS Camp Resident Tutor
Ten day intensive computer science summer school for Year 10 - 12 students. Worked with a team of 6 tutors to manage group lab sessions of around 20 students. Assisted with organization and running of social activities. Supported development of websites, chatbots and embedded projects using Tornado, Python, SQL, HTML, CSS, and MicroBit.

2018 Google STEP (Summer Trainee Engineering Program) Intern
A 3 month, full-time internship working with a partner and hosts on an intern project. Worked on an existing application using AngularJS, Google AppEngine, and webapp2. Implemented new features according to product manager's requirements. Cleaned up existing codebase by refactoring CSS into LESS and refactoring Python code to suit style guides. Analyzed and optimized application load times.

2017 Sydney University IT Society Diversity Representative
University society for IT students. Assisted with weekly social events and prepared newsletter content. Collaborated with the University of Sydney Union for the Verge Festival to organize a Diversity in Tech panel.

2017 Girl's Programming Network Stream Coordinator
One day workshop aimed towards teaching Python to high school and primary school students. Helped with content creation for workbooks, lectures, and social activities. Ran a classroom of 20 students with a team of other tutors.

2017 Unihack Minor Prizewinner
Hackaton to create and pitch a product in 24 hours. Worked with a team of 3 others to develop a game recommendation website in Python using machine learning libraries. Won Most Elegant Algoithm Award, and ThoughtWorks Prize for Team Collaboration.

2016 Global Game Jam Honorable Mention Prizewinner
Contest to create a game with a specific theme from scratch in 48 hours. Worked with a team of 6 others to create a game using Unity and C#. Won an honorable mention award.