

Kelly Stewart

✉ stewart.g.kelly@gmail.com
☎ 0459 767 675
@miscoined
miscoined.me

👤 Diversity Representative Executive of Sydney University IT Society and STEP intern at Google

🎓 Third year in Bachelor of Computer Science at the University of Sydney

🎓 Cert III in Information and Digital Technologies

</> Python, HTML, CSS, Javascript, AngularJS, Java, SQL, Common Lisp, Emacs Lisp, Lua, C, C#, Git, LOVE, Photoshop, Unity, Flask

Work History

Competition Tutor

Casual
GrokLearning
March 2017

- 4 weeks of online tutoring for Web.Comp
- High school aged students
- Answered questions and helped students with HTML and CSS problems

STEP Intern

Full time summer intern
Google
December 2017 - February 2018

- 12 week internship
- Worked on an internal project management tool
- Used AngularJS, Google AppEngine and webapp2
- Had regular meetings and product design sessions

Undergraduate Tutor

Casual
University of Sydney
2017

- ENGG1805 Professional Engineering and IT
- INFO1105 Data Structures
- 2 two-hour labs per week
- Introduced students to data structures and big-O analysis
- Helped students with Java assignments
- Marked assignments and exams

Volunteer History

National Computer Science School Camp

2017-18 - tutor

- Worked with a team of 6 tutors to manage a classroom of 17 students for 10 days for students years 10-12
- Provided support with developing a web application with Tornado, including Python, SQL and web design, and developing a health-focused embedded project with the BBC Micro:Bit

Girl's Programming Network

May 2017 - Stream coordinator

- Tutored a classroom of year 5 - 8 students
- Helped create content for workbooks and computerless computing games
- Provided advice and support to students learning Python

Sydney University IT Society

2017 Diversity Representative Executive

- Helped organize a Diversity in Tech panel in collaboration with USU as part of Verge Festival
- Helped with weekly events
- Provided newsletter content for diversity-related tech events in Sydney

Events

Global Game Jam

2017

- Worked with a team of 7 to create a game in 48 hours
- Learned Unity and C# on the spot during the game jam
- Became main programmer halfway through the jam
- Received an Honorable Mention jammy award

UniHack

2017

- Worked with a team of 4 to create a software project over 24 hours
- Used machine learning libraries to create recommendation software
- Received awards for best teamwork and algorithms