Michael E. Kelly

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Projects:

Online Multiplayer Game:

Vector Graphics Animator: Built a graphics modeling package using MVSE, C++, and FLTK libraries. Functionality included creation, transformation, rendering, and animation of 2D models. C++, CS 351 -Visual Computing

Subspace Division Modeler: C++, CS 351 -Visual Computing

Bring Your Own Beats: Built in python and pygame

Voxel Engine: C++, openGL

Stash Extension: Image Keeper sidebar

Technical Skills:

Programming: C++, Java, Python

Web Programming: HTML/CSS/JavaScript

Web Stack: MongoDB, Express, React, Node

JS Libs: jQuery, Bootstrap, socket.io, pixi.js, jspsych

Other Programming: C, C#, SQL, R

Source Code Control: Git

Additional Software: WEKA, Matlab

Professional Experience:

Psych Study Contractor

- Built a website using the MERN stack and jsPsych.

Intern at One Glass Video, Brooklyn, NY

- Assisted video editors in day to day operations.
- Performed background research for short films.
- Trained in Final Cut Pro, Adobe Photoshop, and Adobe Illustrator.

Education:

George Mason University, In progress

Bachelor of Science in Computer Science

Relevant Courses:

- Data Structures
- Data Mining
- Database Concepts
- Formal Methods and Models
- Software Requirements and Design Modeling
- Analysis of Algorithms

- Visual Computing
- Numerical Methods in Engineering