

Natalie D. Kerby

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WORK EXPERIENCE

NetApp, Raleigh, NC

Automation Engineer, June 2013 – Present

- Excellent communication and problem solving skills.
- Worked closely with QA team to develop a critical automation test framework, utilizing NATE, which installed our server-side caching solution, initialized system logging, started io, then executed testcases.
- Developed essential perl libraries that interacted directly with the server-side caching solution.
- Expanded on my internship project to develop a positive/negative testing suite for the Flash Accel PowerShell cmdlets.
- Participated in reviewing function and design specs.
- Helped qualify product by running testcases.

Engineering Intern, May 2012 – December 2012

- Developed an automated sanity test program to run on nightly builds.
- Learned and used Perl and Microsoft PowerShell to create automation programs.
- Worked in an energetic, global team in an agile environment.

RESEARCH EXPERIENCE

Engage Research, Raleigh, NC

Undergraduate Research Assistant, August 2012 – May 2013

- Funded by the National Science Foundation.
- Creating an educational computer game to introduce computer science principles to middle school students.
- Brainstorm and created levels within a team of graduate students.

JavaTutor Research, Raleigh, NC

Undergraduate Research Assistant, August 2011 – May 2012

- Funded by the National Science Foundation.
- Monitored tutoring session to ensure that we are acquiring data from the GSR sensor, 360 Kinect, and internal computer camera.
- Collaborated on code to recognize different postures and gestures of the students in the Kinect recordings.

PUBLICATIONS

Repairing Disengagement in Collaborative Dialogue for Game-Based Learning, June 2013

Proceedings of the 16th International Conference on Artificial Intelligence in Education, Memphis, Tennessee.
Fernando J. Rodriguez, Natalie D. Kerby, and Kristy Elizabeth Boyer.

PROJECTS

Project Euler, September 2013 – Present

EDUCATION

North Carolina State University, Raleigh, NC

August 2009 – May 2013

- Bachelor of Science, *cum laude*
- Major – Computer Science | Minor – Graphic Communications

AWARDS

Dean's List, Four Semesters

Bitzer Creativity Award

- Presented from the Computer Science Department for my photography (only two awarded each year).

SKILLS

Computer Languages:

- *Fluent* – Perl, Microsoft PowerShell, Java.
- *Proficient* – C, HTML, XML, CSS, JavaScript.

Environments:

- *Proficient* – Windows, Linux, Mac OSX, GitHub, P4.

Automation Frameworks and Tools:

- *Proficient* – Junit, Sikuli, NetApp-NATE/NACL.

Development Methodologies:

- Agile, Scrum, Waterfall.

INTERESTS

- Camping, Hiking, Photography, Woodturning, Skiing, Sailing.