

KASEY A. MCKENNA

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EDUCATION

University of Virginia

BA Double Major

- Interdisciplinary Computer Science
- Math

Charlottesville, VA

August 2010 – December 2013 (expected)

SKILLS

Languages

C#, Objective-C, C/C++, Java, HTML/CSS, Javascript, PHP

Libraries and Technologies

iOS, XNA, MVC, MonoDevelop, Unity, jQuery, D3, Solr/Lucene, svn, git

EXPERIENCE

Zynga

Software Engineering Intern

- Developed several features on an unannounced mobile game.

San Francisco, CA

Summer 2013

University of Virginia

Undergraduate Research Assistant, Systems Engineering Department

- Assisted 4th year Systems Engineers with their Capstone project.
- Responsible for programming on an iOS research/medical app.

Charlottesville, VA

October 2102 – May 2013

OpenSource Connections

Contract Web Developer

- Developed the front end for a prototype web application.
- Created a marketing website for the aforementioned application.
- Created various in-house applications.

Charlottesville, VA

September 2012 – May 2013

OpenSource Connections

Intern

- Worked with clients to help optimize/improve Solr search engine capabilities
- Developed a search optimization tool with another intern.

Charlottesville, VA

Summer 2012

TeeGee, LLC

Contract iOS Developer

- Created three iOS apps to demo a plush interactive toy that connects to the iPhone.
- Later updated and modified the main app for additional functionality

Charlottesville, VA

November 2011 – February 2012, August 2013

ACTIVITIES

UVA Student Game Developers

Project: Aqua Mini Games

Fall 2012

- Led web development team for a site displaying high scores and managing user accounts.
- Helped with the game's port to iOS using MonoGame.

Project: MazeCube

Spring 2012

- A Rubik's Cube based maze game with randomly generated levels in C# for PC.

*Project: **Beat Descent***

Fall 2011

- Top-down RPG shooter that uses beat detection to create dungeons from players' iTunes library.
- Written in C# for PC

*Project: **Colors***

Fall 2010

- Multiplayer shooter where the amount of color depends on the amount of current action.
- Written in XNA / C# for Xbox 360.

UVA Brown College

September 2012 – Present

- Elected webmaster to the Brown College residential college.
- Migrated the Brown College website to a new front-end CMS.
- Maintained the older website's polling and reservation systems.
- In charge of technology at Brown College.

Charlottesville Startup Weekend 2

October 2012

- Second time participating in the Startup Weekend, created the web application for the winning startup.

Charlottesville Startup Weekend 1

March 2012

- Participated in a 3-day startup challenge event.
- Created an iOS app demo that included a mini trivia game.