

## Keavon Chambers

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**Experience** Web, UI/UX, games/simulations, graphics programming

**Software** Photoshop, Illustrator, Blender, Unity, Git, Unix

**Languages** HTML, CSS, JavaScript, Java, C#, C

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## INTERNSHIPS

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### NASA Jet Propulsion Laboratory

Pasadena, California

June – September 2017 | Intern graphics programmer

- Wrote new subsystems for a terrain photogrammetry system based on Mars rover imagery
- Implemented sophisticated 3D mesh processing algorithms from research papers in C#
- Replaced external dependencies and shortened pipeline computation times by ~15%

### Zero Point Software

Copenhagen, Denmark

June – July 2014 & 2015 | Intern asset pipeline developer

- Contributed art and code to the video game *Interstellar Marines*
- Modeled and textured several dozen 3D assets using Blender and Photoshop
- Updated and modernized the Unity art pipeline for models, textures, and materials

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## UNIVERSITY

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### California Polytechnic State University

San Luis Obispo, California

2016 – 2020 | Bachelor of Science in Computer Science

- Algorithms/Data Structures (103), Computer Architecture (225), Systems Programming (357)

### Cal Poly Astronomical Society

[cpas.space](http://cpas.space)

2017 – present | Secretary and primary activity organizer

- Planning and preparing unique, in-depth meeting activities and club email communications
- Reaching out to industry and organizing up to 60-person tours and rocket launch trips
- Handling logistics, record-keeping, finances, and club merchandise production and sales

### PolySat Small Satellite Lab

[polysat.org](http://polysat.org)

2016 – present | Software team member

- Contributing to spacecraft and surrounding projects at our student-run CubeSat lab
- Producing a publicly distributed satellite telemetry decoder and analytics application

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## PROJECTS

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### NFC Dorm Room Door Unlocker

San Luis Obispo, California

October 2016 | Inventor

- 3D printed a motor mount assembly and soldered electronics to rotate dorm's door lock
- Coded the Arduino's unlock/relock behavior to talk with the motor and NFC card reader

### Picasso Game Engine

[github.com/keavon/picasso](https://github.com/keavon/picasso)

April – June 2015 | Architect and lead developer

- Designed and implemented a 3D rendering/physics/game engine from scratch in Java
- Built a demo game where players control a marble and roll it through obstacle courses