

Keavon Chambers

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Experience Web, UI/UX, graphic design, graphics programming, game dev, simulations

Software Unix, Git, Unity, Blender, Photoshop, Illustrator, Microsoft Office

Languages HTML, CSS, JavaScript (ES6, React, Vue), Java, C#, C

INTERNSHIPS

Millennium Space Systems

El Segundo, California

Intern web app developer, UI/UX designer

June – September 2018

- Refactored and ported the codebase to ES6 for a satellite control web app written with React
- Wireframed UI concepts and redesigned main portions of the interface to provide a better UX

NASA Jet Propulsion Laboratory

Pasadena, California

Intern graphics programmer

June – September 2017

- Wrote new subsystems for a terrain photogrammetry system based on Mars rover imagery
- Implemented sophisticated 3D mesh processing algorithms from research papers in C#

Zero Point Software

Copenhagen, Denmark

Intern asset pipeline developer

June – July 2014 & 2015

- Made code and art for the game *Interstellar Marines* including several dozen 3D model assets
- Updated and modernized the game's Unity art pipeline for models, textures, and materials

UNIVERSITY

California Polytechnic State University

San Luis Obispo, California

Bachelor of Science, Computer Science

September 2016 – June 2020

- Algorithms/Data Structures (103), Computer Architecture (315), Systems Programming (357)

Cal Poly Astronomical Society

cpas.space

Secretary, designer, event organizer

September 2017 – June 2018

- Prepared unique meetings, wrote/formatted club newsletters, and organized industry tours
- Handled logistics, record-keeping, finances, and club merchandise design/production/sale

PolySat Small Satellite Lab

polysat.org

Software team member

November 2016 – Present

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

PROJECTS

NFC Dorm Room Door Unlocker

San Luis Obispo, California

Inventor, Arduino programmer

October 2016

- 3D printed a motor mount and soldered electronics to rotate dorm's door lock for its key card

Picasso Game Engine

github.com/keavon/picasso

Architect, lead developer

April – June 2015

- 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