kmkilburg28@gmail.com • (319)-929-5034 • 232 Meadowview Dr • Lisbon, IA 52253

EDUCATION

Iowa State University, Bachelor of Science, Software Engineering Ames, IA

- Psychology Minor •
- GPA: 3.99 .
- 15 credits from graduate-level COM S courses

SKILLS & HONORS

- **Computer Skills:** •
 - Languages: Python, C, C++, C#, Java, MATLAB, MIPS Assembly, CUDA 0
 - Web Development: JavaScript, PHP, HTML, and CSS; React, Angular, and ZF2 0
 - Tools: TF Keras, OpenCV, OpenGL, MySQL, Unity 0
- Honors: Eagle Scout, VRAC Design Challenge Winner, Intramural Wrestling Champion

EXPERIENCE

Samsung Semiconductors, GNSS Platform Software Engineer Intern

Cedar Rapids, IA

- Integrated Android memory testing tools with Samsung's GNSS testing framework
- Resolved GNSS memory leaks and faults identified by said memory tools
- Submitted thorough documentation on memory tool benefits, usage, and upkeep •

Collins Aerospace, Software Engineering Intern

Cedar Rapids, IA

- Migrated build system for Software Defined Radios to speed compile times •
- Built performance analytics webpages to better identify bugs and monitor execution time •
- Practiced within an Agile work environment

Iowa State ITS WebDev, Full Stack Web Developer

Ames, IA

- Created, maintained, and debugged webpages for Iowa State University •
- Assisted teammates in problem-solving and decision-related challenges
- Made use of time between projects performing code reviews and improving web programming knowledge

PROJECTS

- AI for a Multiagent Survival Game •
 - Designed a tiled-based game for multiagent interactions similar to OpenAI's NeuralMMO 0
 - Interfaced with Ray RLlib using the PettingZoo API 0
 - Tested several algorithms from RLlib where Proximal Policy Optimization performed the best 0
- NBA Predictions AI
 - Scraped and trained on NBA statistical data from 2000 to 2021 0
 - Tested linear ML and deep learning models for predicting winning NBA teams 0
 - The best model achieved a 68% F1 score and featured an individual player statistic fed RNN 0
- Other:
 - Student Major Predictor 0
 - Simple Keras Clone 0
 - Rhythm Game Android App 0

- Intonation Training Application 0
- 4 Minor Unity Video Games 0
- Electrodermal Activity Research 0

ACTIVITIES

Iowa State University

- Game Development Club •
- Statesmen Choir

- Fencing Club
- Intramural Wrestling



May 2022

May 2021-Aug. 2021

June 2020-Aug. 2020

April 2019-May 2020