KATHRYN **ALCALDE**

Current Residence: Ann Arbor, Michigan · Permanent Residence: Albuquerque, New Mexico
(505) 600-9134 · kathryn.alcalde@gmail.com · https://www.linkedin.com/in/kathryn-alcalde/

EDUCATION

University of Michigan – B.S.E. Computer Science, Expected Graduation: May 2025 GPA: 3.87/4.0

- Relevant Coursework: Data Structures and Programming, Computer Organization, Discreet Math, Solar Powered Wireless Devices, MATLAB and C++, VR Development, Entrepreneurial Creativity, Web Systems
- Awards: William J. Branstrom Freshman Prize: awarded to top 5% of freshman in Engineering at University of Michigan, James B. Angell Scholar, Engineering Dean's Honor List (F'21, W'22, F'22, W'23)
- Activities / Organizations: Eta Kappa Nu IEEE Honor Society (Operations Officer), Intramural Sports Supervisor

Albuquerque Academy – Graduated May 2021 GPA: 4.47/4.0

- Relevant Coursework: Advanced Internet of Things, Engineering Problem Solving, Business Problem Solving
- Awards: Community Service Honor Society, West Point Leadership Nominee

Seattle University – AI4ALL June 2020 – July 2020

- Selective summer intensive focused on artificial intelligence, machine learning, bias, ethical use in the criminal justice system
- Created a machine learning algorithm for crime bias detection in Python and Orange

WORK EXPERIENCE

JP Morgan Chase – Software Engineering Intern Jan 2023 – Present

- Implemented a full-stack green field application to collect feedback in the Chase Mobile App so users receive curated recommendations for Chase products based on their financial priorities
- Conducted weekly meetings and design reviews with stakeholders to ensure product specifications were met
- Utilized JIRA for agile product management process to define milestones and track progress
- Led development of Apache Kafka solutions, facilitating data streaming through microservice based ecosystem

UM Transportation Research Institute – Software Developer, Leader of Tech Sub-team Jan 2022 – Dec 2022

- Developed software tool in Python to analyze vehicle motion sickness data from video to minimize motion sickness in autonomous vehicles
- Designed user interface to allow for easier video coding, enabling efficient data analysis and testing

Analog Devices Inc. – Software Engineering Intern May 2022 – Aug 2022

- Created automated testing software for nightly testing and continuous integration in new semiconductor product development using Python and Jenkins
- Delivered technical presentation of software solution to both engineering and management teams

Air Force Research Labs – Researcher and Game Developer June 2021 – Aug 2021

- Developed two versions of a competitive multi-agent space game to train satellite operators and develop space-war fighting domain tactics
- Constructed Python game in an environment compliant with OpenAI's Gym by incorporating uncertainty into the location of agents to better simulate real conditions
- Developed augmented reality game in Unity to give human players a better interface
- Wrote a technical memorandum and presented development and research findings

SKILLS

- Programming – Experienced: Python, C++, Java (with Spring)
  Familiar: C, AWS (through Terraform), C#/Unity, MATLAB, JavaScript, HTML, CSS, Jenkins
- Conversational Spanish