

Kelly Stewart

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2020 - present
📁 Software Engineer at Google

2016 - 2020
🎓 Bachelor of Computer Science and Technology (Advanced) (Honors) at the University of Sydney

💻 Java, Kotlin, Python, Javascript, SQL, Emacs, Lisp, HTML, CSS, Lua, C, C#, C++



Craft



Tabletop
RPG



Video
Games



Diversity

Work Experience

Google Software Engineer on Cargo Team 2020 - present
Software engineer on Google Maps for embedded Android Automotive and Google Maps for Android Auto. Contributed to launches of several cars, including the Volvo Polestar 2 and General Motors Cadillac Lyriq.

Google SWE (Software Engineering) Intern 2019
A 3 month, full-time internship working on an existing team doing full-stack development on the journey sharing feature in Google Maps for Android.

University of Sydney Casual Tutor 2017 - 2019
Tutored 2-3 weekly classes of 20-30 undergraduate students, marked assignments, and supervised in-class quizzes. Tutored 5 different subjects including Data Structures, Introduction to Programming, and OS & Networking Platforms.

Web.Comp Tutor 2017 - 2019
Tutored high school students in web technologies through an online chat system for a 5 week yearly course and competition.

Google STEP (Summer Trainee Engineering Program) Intern 2018
A 3 month, full-time internship working with a partner on a project management tool using AngularJS, Google AppEngine, and webapp2.

Volunteering

National Computer Science School Group Leader 2017 - 2020
Ten day intensive computer science summer school for senior high school students. Led a team of tutors to manage group lab sessions of ~20 students. Assisted with organization and running of social activities. Supported development of websites, chatbots and embedded projects using a variety of technologies including Tornado, Python, SQL, HTML, CSS, and BBC MicroBit.

Girl's Programming Network Stream Coordinator 2017
Led a team of tutors and created content for classrooms of 20-30 school-aged girls for a per-term one-day workshop.

Sydney University IT Society Diversity Representative 2017
Assisted with weekly events and newsletter content. Organized a successful [Diversity in Tech panel](#), collaborating with University of Sydney Union.

Prizes & Awards

Unihack 2017 Most Elegant Algorithm & ThoughtWorks Prize for Team Collaboration
Worked with a team of 3 others to develop and pitch [Shrec](#), a game recommendation engine written in Python using machine learning libraries.

Global Game Jam 2016 Honorable Mention
Worked with a team of 6 others to create the game [Freddie Finds His Fit](#) from scratch in 48 hours using Unity and C#.