

# Aidan Kenney

**Full-stack software engineer** with a background in film production and entertainment, looking to switch careers into the tech field. Interests include big data/data privacy, artificial intelligence, and automation.

## SOFTWARE ENGINEERING PROJECTS

### NBA-Search [GitHub Repo](#) (Open-Source contribution, Python)

Identified a bug in the natural language processing leveraged by an NBA Analytics web-scraper and chatbot. Resolved the issue by integrating a fuzzy string matching library to respond to users' queries with the correct information.

### CyberPop! [GitHub Repo](#) (Open-Source contribution, JavaScript)

Debugged and enhanced an automated highlighting feature on a static website.

### The Feed [Live Site](#), [GitHub](#) (username: new@user.com, password: tester)

Simple Message Board application. Users interact through posts, comments, and votes. Built with React and Django.

### Bucketlist [Live Site](#), [GitHub](#) (username: new@user.com, password: tester)

Bucket list application for users to track and cross off their life goals. Served as Project Lead and Backend Lead using Node on this team project. Built with MERN stack

### Tic-Tac-Toe [Live Site](#), [GitHub](#) (username: new@user.com, password: tester)

Play against a computer algorithm in this single-page-application of the classic game, built with JavaScript, CSS, and HTML5.

## RELEVANT EXPERIENCE

### Software Engineering Fellow — General Assembly, NYC

August 2020 - November 2020

- 12-week, 500+ hour immersive course in full-stack web development.
- Implementing best practices in popular and emerging technologies, both on teams and individually, to build web applications with seamless user experience

### Production Coordinator — Pangolin Pictures / Sharp Entertainment, NYC

March 2019 - July 2020

- Coordinated production/travel with a 6-person team for 3 NatGeo films
- Automated logging processes, saving days of tedious work in post-production

New York, NY

(240) 855-8680

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[Portfolio](#)

[GitHub](#)

## SKILLS

### Languages & Frameworks:

JavaScript, Python, React, Django, Node.js, Express, AJAX, jQuery, Jest, HTML5, Styled-Components, CSS/SCSS, Bootstrap

### Management & Deployment:

Git, GitHub, Heroku, Command Line

**Databases:** SQL | PostgreSQL | MongoDB

### Methodologies:

Object Oriented Programming | MVC Pattern | Test-Driven Development | Responsive Design | Authentication | User Stories | ERDs | Wireframing | Agile Development/Scrum

## EDUCATION

### General Assembly

Fall 2020

Software Engineering Immersive

### Georgetown University, Washington, DC

Class of 2018, GPA 3.82

B. A. American Studies; Minor: Film & Media Studies