

Adam Kenneweg

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SUMMARY

I am a full-stack developer, a learning enthusiast, and a programming addict. I have a wide array of interests and skills, with a tendency towards the backend. I enjoy development on both sides of the spectrum because it keeps me focused on efficiency and the user experience. I am pursuing a Computer Science undergraduate degree at the University of Waterloo.

SKILLS

LANGUAGES

Backend:

Java • Python • Ruby • C

Frontend:

Javascript • CSS • HTML5 • Bootstrap

TECHNOLOGIES

Frameworks:

Spring Framework • AngularJS • Rails

jQuery • Hibernate • Django

Databases:

PostgreSQL • Liquibase • JDBC

Other:

Git • Android • Eclipse • Maven • Bash

Mockito • JUnit • Jira

EDUCATION

UNIVERSITY OF WATERLOO

Bachelor of Computer Science

Expected April 2019

AWARDS

President's Scholarship

County of Simcoe Bursary

INTERESTS & HOBBIES

Big Data

Artificial Intelligence

Machine Learning

Language learning

eSports

Photography

Travel

Cooking

EXPERIENCE

MARTELLO TECHNOLOGIES

Java Developer

May 2015-Aug 2015 | Ottawa, ON

- Worked as project lead, architect, and programmer using the **Agile** methodology to build a system that generates a large amount of revenue
- Developed a highly dynamic and modular data warehousing system that collects from hundreds of instances using many data retrieval methods including **REST** calls, FTP servers, web scraping, and **SQL** queries
- Implemented the system in **Java**, with the **Spring Framework** to extract, transform, and load data into a **PostgreSQL** database
- Analyzed big data and created visualizations with **Javascript** to provide reports to the business side of the company

PROJECTS

HACKERRANK COMPETITIONS

July 2015-Aug 2015

Competed in multiple **artificial intelligence** based challenges on HackerRank, involving writing an AI to compete against the other programmers in logic based games. The programs I wrote used predictive logic and algorithms to solve the challenges. Written with **Python**, and ranked 8th of 404, 10th of 153, and 52nd of 1164

SPIDERCRAWLER

Oct 2014-March 2015

Utilized **Python** to create a program with a full GUI to crawl the Steam database using the Steam API to find users with valuable items. This involved processing large amounts of **JSON** data, and **multi-threading**. The program received over a thousand downloads after being released for free. I also received multiple donations from happy users.

WATISFOOD

Sept 2014

Developed an **Android** application during the **HackTheNorth** hackathon with zero prior experience. It provides info about food services on campus by parsing **XML** provided by the University of Waterloo. This is overlaid on a custom map showing all currently available food options, with filters for preference.

CHESS BOT

April 2014

Developed a bot that uses **Python** to play and win chess against humans. Uses the Stockfish and Critter chess engines as sub-processes, and is fully automated, simulating the moves and intelligence of a human player.