

Adam Kenneweg

2B Computer Science | akenneweg@uwaterloo.ca
akenneweg.com | github.com/akenne

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.

EXPERIENCE

PITSTOP (current)

Backend Engineer

January 2016 - April 2016 | Velocity Foundry, Waterloo, ON

- Currently building a backend for our Android and iOS apps using **Parse** and **Backbone.js**, responsible for all maintenance and bug fixes to backend
- Assisting in developing and fixing bugs on **Android** and **iOS**, and collaborating with other team members to integrate new changes
- Working in a high turnaround environment, pushing code to production daily

MARTELLO TECHNOLOGIES

Software 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

PROJECTS

HACKERRANK COMPETITIONS

July 2015 - Aug 2015

Competed in **AI** based challenges on HackerRank, involving writing an AI to compete against other programmers. Used predictive logic and algorithms to solve challenges. Written with **Python**, and ranked 8th of 404, 10th of 153, and 52nd of 1164

SPIDERCRAWLER

Oct 2014 - March 2015

Used **Python** to create a program with a full UI to crawl Steam using Steam's 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 release.

WATISFOOD

Sept 2014

Created an **Android** app during **HackTheNorth** with no prior experience. It provides info about food on campus by parsing **XML** data from the school's API. A custom map is displayed showing all currently available food, 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.

SKILLS

LANGUAGES

Backend:

Python • Ruby • Bash

Java • C++ • C

Frontend:

JavaScript • CSS • HTML5

TECHNOLOGIES

Frameworks:

Spring Framework • Hibernate

Django • Rails

Backbone.js • AngularJS

Databases:

PostgreSQL • Liquibase • JDBC

Parse • Firebase

Other:

Git • Android • Heroku • Maven

Mockito • JUnit • Jira

EDUCATION

UNIVERSITY OF WATERLOO

Bachelor of Computer Science

Expected April 2019

AWARDS

President's Scholarship

County of Simcoe Bursary

INTERESTS

Big Data

Artificial Intelligence

Machine Learning

Language learning (coding and linguistic)

eSports

Photography

Travel

Cooking