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

Presidents 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, designer, and programmer to build a system responsible for a large amount of revenue
- Implemented the data warehousing system in **Java**, with the **Spring Framework** to extract, transform and load data into a **PostgreSQL** database
- Employed the **Agile** methodology as well as strong documentation practices and code reviews to complete tasks effectively

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-Dec 2014

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.