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.

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