KH

Kanoa Haley
Software Developer

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// PROFILE

Seeking a high-speed software development position that encourages constant learning and requires bountiful creativity. Getting my toes wet in the world of software development left me with a powerful passion and drive to innovate, create, and improve. I have a strong skill set in mobile and web development, with recent specializations in full-stack, JavaScript-based micro-service development.

// LANGUAGES

JavaScript, Kotlin, Java, C

// FRAMEWORKS

React, Redux, Android, Angular

// TOOLS

Node, Git, MongoDB, Postgres, Redis, tmux, Mercurial

// INTERESTS

Climbing //

Involved in competitive climbing from 12 - 18 years old. Nowadays I spend my time on big wall traditional and alpine climbing. I have completed many Grade III routes that involve at least 8 hours of time on the wall and generally are over 200m tall.

Slacklining //

Started slacklining in the summer of 2017, finished my first highline in spring of 2018, and started a Guelph-based slackline group in fall of 2018.

// AWARDS

Code to Win //

Placed in finals for the past 2 years.

Climbing //

Placed 2nd provincially for 2 years consecutively in 2015 to 2016 and placed 22nd nationally in 2016.

💼 EXPERIENCE

SOFTWARE DEVELOPER // MAPPEDIN   [May 2018 .. Present]

- Improved and maintained over **5 micro-services** for **map design, maintenance, and deployment** software in numerous technologies including **React, Redux, NodeJS, Express, MongoDB, and Redis**.
- Refactored an **internal platform model** to improve data organization and relations requiring changes to **600+ venues** resulting in the cleanup and removal of over **100 entities of duplicated data**.
- Created **time-based events** within the company's data. **Events and time-based states** are now used by over **50% of clients** and allowed a **decrease in data editing times**.

SOFTWARE DEVELOPER // ZEITSPACE   [May 2017 .. Sept 2017]

- Developed **3 full-stack applications** in **React, AngularJS, and Angular 2** with each supporting upwards of **5,000 users**.
- Designed and taught creative workshops for programming in modern languages such as **Kotlin** for groups of **10 to 20 developers**.
- **Worked directly with clients** on projects to **iteratively improve** and refine **Android** and **Web** experiences.

SOFTWARE ARCHITECT // GAMED ACADEMY   [May 2014 .. Sept 2016]

Served an online, elementary school level curriculum to students utilizing the video game Minecraft.

- Lead development of **2 full-stack education software suites** for use by teachers with support for over **2,500 students**.
- **Decreased adminstration effort** by over **90%** and increased the **maximum students per semester** by a **factor of 10**.

OUTDOOR GUIDE // ONE AXE PURSUITS   [May 2017 .. Sept 2018]

- Rigged, maintained, and operated multiple **zip-line and rappel systems**.
- Improved communication and planning resulting in a **50% increase in rigging efficiency**.

🎓 EDUCATION

COMPUTER SCIENCE // UNIVERSITY OF GUELPH   [Sept 2016 .. expected Apr 2021]

Bachelors of Computing, Computer Science (Co-op)
Mathematics minor – 3.7 / 4.0 GPA

- **University of Guelph Entrance Scholarship**; admission average above 90%
- **Specialist High Skills Major Scholarship** in Information and Communications Technology

🔨 PROJECTS

MYCOURSESCHEDULE // ALPHA   [2018]

Available at: ⬡ github.com/evilkanoa/MyCourseSchedule
Developed in conjuction with **webadvisor-api**: ⬡ github.com/evilkanoa/webadvisor-api

- **Instant search access** to up-to-date information for **all courses** offered at the University of Guelph.
- **Generates** all possible **course schedules** for a given set of courses.

WEB RESUME // PROTOTYPE   [2018]

Available at: ⬡ github.com/evilkanoa/WebResume

- Create a resume using an online editor with a **JSON-based data format ready for print**.
- **Collaboration mode** with live editing and data saving.
- Makes use of **CSS3 media queries** to provide a full-fledged PDF export within your browser.