

# Kwyn Alice Meagher

aka HarleyKwyn

[harleykwyn.com](http://harleykwyn.com) | [github.com/harleykwyn](https://github.com/harleykwyn)  
[linkedin.com/in/harleykwyn](https://www.linkedin.com/in/harleykwyn) | [kwyn.meagher@gmail.com](mailto:kwyn.meagher@gmail.com)

408.621.2997

## Technical Skills

**Expert** : JavaScript, Git, Angular.js, Hapi.js, Express.js, Node.js, CoreOS, Docker, jQuery, SASS, css, Gulp  
**Experienced** : CoffeeScript, Python, Flask, scikit-learn, scikit-image, D3.js, Famo.us, Backbone.js, Markdown, Bash  
**Basic** : Hadoop, Mahout, Java, C++, Labview, MATLAB, awk

## Relevant Experience

### Technical Machine - Web Engineer Present

- Built shop.technical.io from scratch using Hapi.js, jQuery, jade, and Object Oriented CSS with Sass.
- Automated deployment with heroku-like capabilities using Ansible and git.
- Used D3.js and Angular to construct data visualization and [geo-clustering](#) for market targeting.

### Uber - Internal Tools Engineer 2014

- Integrated support tools into the existing Python/Postgres API to efficiently gather data about individual support tickets.
- Built a user interface for support workers to seamlessly respond to requests.
- Got up to speed with 5 different code bases within the first month and committed code to further the support team’s effectiveness.

### Node.js - TCP/IP bridge server for Live Poker Gaming 2014

- Built Node.js server to bridge HTML5, and iPhone client to communicate via JSON to TCP/IP server
- Using socket.io for speed and reliability per client specification.
- Implimented end points for Facebook Oauth and various payment systems i.e. paypal, venmo, stripe.

### Full-Stack Software Engineer — Visualizer Interpreter 2014

- Engineered visualizations for instantaneous scope and variable values based on an open source JavaScript interpreter
- Designed an intuitive and user friendly interface through user testing to simplify a complex on-line debugging tool
- Integrated on-line text editor using Angular and Github API to load, submit, and edit code with gists to enhance user experience
- Re-factored prototype code to a modularized architecture in Angular to allow for continued development

### Data Engineer, Machine Learning — Galaxy Quest 2014

- Designed machine learning work-flow in Python using scikit-learn and scikit-image and addressed memory usage issues
- Primary distributed computing engineer with Hadoop, Mahout and Python leveraging a super computer to find the optimal algorithm
- Achieved a final root mean squared error (RMSE) of 0.12310, coming in 120th place out of 329 teams

### Node.js Engineer — Live Poker Gaming Server Contract 2014

- Built Node.js server, to handle real time gaming communication via JSON based client to a TCP/IP based server
- Interpreted code developed by previous engineers to design and integrate new node.js bridge server using socket.io

### Python API Engineer — Semantic Similarity as a Service

- Constructed RESTful API for making custom search engines based on Semantic Similarity as a tool for developers
- Solved problems with persistence and lazy loading of searches for large databases using CoreOS and Docker

### Front-End Software Engineer — 20.48 (2048 Rebuilt in Famo.us) 2014

- Built complex 3D animations for enriched user experience, leveraging the Famo.us framework
- Learned [Famo.us](#) and ported the 2048 JavaScript engine to the framework in one week with limited documentation

### University of California, Merced

#### Java Computer Science Tutor 2012 - 2013

- Brought clarity and understanding of Java and computer science to classes of 100+ undergraduate students.

#### Nano-materials Modeling Engineer 2010 - 2011

- Designed and implemented algorithm to generate data for silica nano-springs from a bulk data text file using [AWK](#)

## Other Experience

#### Mission Bit Technical Mentor 2014

- Mentored interns from local high schools at Hack Reactor teaching JavaScript, Firebase and jQuery best practices

#### Student Computer Lab Technician 2008 - 2011

- Managed and maintained 60 computers and trained users on basic operations in Windows, Mac or Linux operating systems

#### Terrestrial Drone Engineer 2008

- Utilized Arduino’s servo interface successfully without documentation with Java interface.

#### Physics and Materials Science Teaching Assistantship 2013

- Cultivated understanding of Physics through real world examples using wolfram-alpha

#### Center of Integrated Nano-mechanical Systems REU 2012

- Two time recipient. UC Berkeley, and UC Merced. Developed and characterized carbon based nano-devices.

#### Engineering Projects in Community Service 2009

- Constructed a working space elevator model, with a team of 17 engineers, for Castle Science and Technology Center

#### Laser Research 2009

- Constructed a working space elevator model, with a team of 17 engineers, for Castle Science and Technology Center

## Education

**Software Engineering** Hack Reactor Completed April 2014

**Hacker in Residence Program.** Hack Reactor Completed July 2014

**B.S. Materials Science and Engineering** University of California, Merced Completed December 2012

Relevant courses: Java, C++, Statistics. Multiple academic award recipient.

## Personal Interest

I have a high degree of self-awareness and enjoy hiking, meditation, Olympic lifting, nootropics, quantified self, clean eating, coffee, and grass-fed butter. I love disruptive technologies and businesses; I’m an early adopter of Coin and I have a Ripple wallet.