<u>harleykwyn.com</u> I <u>github.com/harleykwyn</u> <u>linkedin.com/in/harleykwyn</u> I <u>kwyn.meagher@gmail.com</u>

aka HarleyKwyn 408.621.2997

Technical Skills

Expert: JavaScript, CoffeeScript, Git, Angular.js, Express.js, Node.js, Socket.io ,CoreOS, Docker

Experienced: Python, Flask, scikit-learn, scikit-image, D3.js, Famo.us, jQuery, Backbone.js, Markdown, Bash

Basic: Hadoop, Mahout, Java, C++, Labview, MATLAB, awk

Relevant Experience

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 is 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
- Implemented end points for Facebook OAuth and various payment systems i.e. PayPal, Venmo, Stripe

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

Engineering Projects in Community Service

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.

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.