

Dylan Keen

COMPUTER ENGINEERING | CELL NUMBER: (905) 220-9554 | EMAIL: DKEEN@UWATERLOO.CA

SKILLS

- Practiced in using Swift and XCode to create apps. This includes Swift features such as StoreKit, Core Data, and other APIs to retrieve online data.
- Skilled in web development and designing websites in the languages HTML, CSS, JavaScript, and including MySQL database connections
- Experienced in using Git, Github, Atlassian, Jenkins, and Jira platforms to organize and complete team software projects
- 5+ years of using Microsoft Office, including Microsoft Excel
- Proficient in languages Java, Python, and C++. Additionally strong in Object-Oriented Programming

WORK EXPERIENCE

App Developer | ZurApps Research

Sept - Dec 2022

- Developed an iOS/macOS app using Swift, SwiftUI, and XCode. The app provides a useful way to plan road trips with the option to purchase a subscription for additional features. It is available for free download on the Apple store under the name Road Tripper X.
- Investigated bugs and problems with their current apps. Older apps that had become outdated with deprecated code were updated. Four past apps that had been crashing were refactored and republished to the app store.
- Noted progress through development on how to test and understand the project layout. This documentation was used in meetings to explain current tasks and plan next steps. Additionally used GitHub to make commits and secure milestones in the project's creation.

QA Engineer | Ritual

Jan - April 2022

- Tested 75% of frontend and backend pull requests for three teams. Responsibilities included billing for customers, admin access for merchants, and two new ordering projects for the website. The testing was done with understanding the functionality of dev tools, operations of APIs, and organizing with Jira. No ticket was ever pushed to production that included a bug or incorrect acceptance criteria.
- Automated 16/21 test cases for a platform by using Selenium with Java and the Gmail API. The test cases run each morning and gives results in Jenkins (TestNG) instead of spending time testing manually.
- Documented test plans for large additional features by using Confluence (Atlassian) that emphasized instructions and criteria. Also inserted "how-to" videos that new employees found essential to learning.

PROJECTS AND EXTRACURRICULARS

Web Development

Jan 2022 - Present

- Designed a website that organized albums of photos that were themed and dated. Included features such as HTML transitions and Javascript listeners and buttons. Working next to send photos to a database using Node.js by clicking a button
- Created a portfolio to showcase my projects, share my contact information, and post information about myself using HTML/CSS. Uploaded the website and can be found at dylankeen.space

Morse Code Game

Sept - Dec 2021

- Built a game with a partner using a STM32 Nucleo-64 board that could read and write messages in morse code by flashing a light on the microcontroller. The code was written in C++ and used a button to send messages to the microcontroller.
- Wrote a design plan before development to structure the code and set timelines in a Gantt chart

EDUCATION

University of Waterloo

Sept 2021 - Present

- Candidate for Bachelor of Applied Science, Computer Engineering
- First year average of 90%