

Dylan Keen

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

SKILLS

- Skilled in web development and designing websites in the languages HTML, CSS, Javascript, and including frameworks React.js and Node.js
- 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
- Recognized leadership qualities, team communication, and attention to detail through role as hockey teammate

WORK EXPERIENCE

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.
- Participated in team standup and engineering design meetings to make decisions on flow of releases.

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
- Practiced in making websites responsive to fit sizes of phones, tablets, and computers.

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

FIRST Robotics Competition

Sept 2019 - Mar 2020

- Assembled hardware and programmed in Java for a robot to launch a ball into a 8 foot goal. Used fundamental physics and trigonometry to determine necessary velocity, angle, and horizontal distance for the ball.
- Installed a colour sensor to read a multicolour wheel by translating to RGB values, then instructing the robot to rotate the wheel depending on the colour pattern
- Contributed as a team member to solve problems and determine solutions.

EDUCATION

University of Waterloo

Sept 2021 - Present

- Candidate for Bachelor of Applied Science, Computer Engineering
- 3.85 GPA