

# Keri Warr

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## Education

### University of Waterloo

class of 2018 (expected)

- Candidate for Honours Bachelor of Computer Science

## Experience

### Software Engineering Intern • Outschool

September 2016 – December 2016

- Capitalized on highly networked target audience by designing and developing a variety of referral flows.
- Improved user retention and sense of ownership by implementing profile pages.
- Partially re-implemented back-end as **GraphQL** server, used it to develop schedule management feature.
- Delivered report on viable GraphQL implementations and represented company at GraphQL summit '16.

### Full Stack Engineer • Lani

February 2016 – May 2016

- Built website from scratch which supported submitting 3D print jobs, and making user accounts.
- Created online dashboard for operating 3D printers, and for processing incoming orders in real-time.
- Worked directly with customers throughout the sales process to provide custom solutions.
- Developed using **React** on the front-end and a RESTful **Rails** API with **Postgres** on the back-end.

### Software Engineering Intern • Piinpoint

May 2015 – August 2015

- Enhanced flagship application with the ability to view and filter local real estate listings.
- Allowed users to digest the state of their retail locations at a glance, by providing a geographical visualization of profitability, relative position, and end of lease date.
- Took initiative on improving tooling for writing tests, while greatly increasing overall test coverage.

## Projects

### Pledge • [github.com/KeriWarr/pledge-api](https://github.com/KeriWarr/pledge-api)

2016 – 2017

- A project which aims to make it as easy as possible to make casual wagers with friends and co-workers.
- Initially implemented as a **Slack** bot backed by a REST API and an integration with Splitwise.
- Currently re-implementing as a universal JS app, with a Slack-OAuth-providing **GraphQL** back-end.
- Built using Travis CI and Coveralls in order to improve code quality.

### Luminescence • [github.com/KeriWarr/luminescence](https://github.com/KeriWarr/luminescence)

2015

- A competitive multiplayer game in which a cluster of combat drones are automated by writing code.
- Developed over the course of 24 hours at AngelHack Toronto 2015.
- Implemented as a static website using only **Javascript**, **Pixi.js** and **Bootstrap**.

### Final Destination API • [github.com/KeriWarr/FD-API](https://github.com/KeriWarr/FD-API)

2015

- An ELO rating system, implemented as a public API using **Node.js**, **Express.js**, and **MongoDB**.
- Designed to help establish a skill hierarchy of Super Smash Bros. Melee players.

## Proficiencies

- **Languages:** Javascript • Ruby • Python • C++ • Racket
- **Front-end:** React • Redux • SASS
- **Back-end:** GraphQL • Node.js • Express • Rails • Postgres