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 • ZenReach   September 2017 – Present
- Building Go microservices to produce and consume kafka events, replicating them across several data stores.

Software Engineering Intern • Sortable   May 2017 – August 2017
- Integrated various Ad Demand Partners into a real-time header-bidding ad solution for publishers.
- Vastly improved codebase quality by integrating **ESLint**, and other linting tools, into our Continuous Integration.
- Prototyped an In-Stream Video header-bidding ad solution from scratch, using **Closure Compiler.**

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.

Projects

ETHWaterloo (Organizer) • app.ethwaterloo.com/apply   2017
- The World's Largest Ethereum Hackathon, hosted in Waterloo, Canada.
- Implemented **MetaMask** integration which recorded hacker applications on the **Ethereum** blockchain.
- Co-ordinated 50+ volunteers, to ensure smooth and pleasant experience for hackers and sponsors.

Pledge • 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   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.

Proficiencies

- **Languages:** JavaScript · Ruby · Rust · C++ · Racket · Solidity (soon)
- **Front-end:** React · Redux · SASS
- **Back-end:** GraphQL · Node.js · Rails · Postgres