

# Keri Warr

(905) 999-2131 • [keri@warr.ca](mailto:keri@warr.ca) • [keri.warr.ca](http://keri.warr.ca) • [github.com/KeriWarr](https://github.com/KeriWarr)

## Proficiencies

- **Languages:** Javascript, Python, Scheme, C++, C
- **Tools:** ReactJS, Node.js, SQL, MongoDB, Bash, Git
- **Concepts:** Functional Programming, MVC, REST

## Experience

### Piinpoint, Software Engineering Intern

Waterloo, ON — May 2015 - August 2015

- Built a tool for conveniently viewing and filtering real estate listings using **ReactJS** and **Python**
- Developed a feature for sorting and visualizing a company's retail location data, accounting for factors such as performance, location, and end of lease date
- Created templates, guides, and conventions for newly adopted frameworks
- Squashed many, many bugs
- Increased test coverage throughout codebase and improved tooling for writing new unit tests
- Dragged team out to fun social activities

### CPA Ontario, Web Development Intern

Toronto, ON — September 2014 - December 2014

- Built and maintained internal tools and features, including a content management system using **C#** and **.NET**
- Reworked data models and handled **MySQL** migrations
- Learned a lot about web development under the guidance of a couple of awesome veteran members of the tech industry

## Projects

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

A **RESTful** JSON API made with **Node.js** and **Express.js**

- Designed to store and compute user data and match history for Super Smash Bros. Melee
- Supports **CRUD** operations on a variety of endpoints and stores data using **MongoDB**

### Luminescence - [keri.warr.ca/luminescence](http://keri.warr.ca/luminescence)

A competitive game in which players write code head-to-head to automate battle drones

- Developed over the course of 24 hours at AngelHack Toronto 2015
- Written entirely in **Javascript**, using **Pixi.js** and elbow grease

### Growth - [github.com/KeriWarr/Growth](https://github.com/KeriWarr/Growth)

An organic life simulation environment written in **C++**

- Models evolution and natural selection using a tailor-made genetic algorithm
- Created for the purpose of generating lots of interesting data

## Education

### University of Waterloo

Candidate for Honours Bachelor of Computer Science, 2013 - 2018 (expected)