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   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.

Final Destination API ◦ 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