

# Miles John Keaveny

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## Education

**Wesleyan University**, Middletown, Connecticut - *BS in Computer Science*

2019 - 2023, graduated May 2023.

- **Relevant work:** COMP: Video Game Development, Computer Science 1 & 2, COMP: Algorithms and Complexity, COMP: Automata theory and formal languages, COMP360A: Automated reasoning, IDEAS285: Digital Projects lab, Calculus 1 & 2, Linear Algebra, Abstract Algebra, Discrete Mathematics
- **Campus Involvement:** Wesleyan (Game Dev) Hackathon (January, 2022), Wesleyan University Club Soccer, Eclectic Society.

**University of Sydney**, Sydney, Australia

July 2022 - November 2022, Semester Abroad

- **Relevant coursework:** COMP: Graphics and Multimedia, COMP: Software construction and design, and DECO: Interface Design
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## Work Experience

**OurCampus** - Front-End Developer

January 2023 - current, Middletown, Connecticut

- Engineering the front end features of the 'OurCampus' application, Wesleyan's first software application that provides students with campus updates and access to numerous campus resources.
- Working in Javascript to develop front end features of the OurCampus application using React Native.

**Dexer** - Software Engineering Internship

May - July 2022, Kansas-City, Kansas

- Developed the user interface for an application utilized by Dexer, a Kansas City-based speech and data collection application provider for use in the agriculture industry, using Xcode and Swift.
- Ensured quality of development by testing AGVoice functionality and code reviews.

**TDS Telecoms** - IT DevOps Intern

May - July 2022, Madison, Wisconsin

- Assisted Salesforce DEVOPS engineers in moving software development along an internal development pipeline for a Wisconsin-based national telecommunications provider.
- Gained experience with software that included Salesforce, Copado, Openshift, Kubernetes, and Jenkins.

**Wesleyan University** - Teacher Assistant for Intro to Programming Course

January - May 2022, Middletown

- Tutored and instructed students to help them learn the course content during labs and help sessions.
- Taught beginner students the fundamentals of python language and the best coding practices.
- Assisted various students to develop a simple video game.

**Camp Onas** - Counselor and Director of Carpentry:

2015- 2019, Poconos Mountains, Pennsylvania.

- Worked as a counselor in a summer sleepaway camp in rural Pennsylvania. Worked all jobs from maintenance to guiding canoe and camping trips, while caring for and mentoring campers age 7-13
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## Projects/Skills

**Video Game Development:** Lead team members in the development of a video game which teaches elementary students about the solar system and basic astrophysics concepts (3 month project). Responsible for level design, scripting (terrain generation, character movement collisions/interactions etc), and some UI/UX work. Utilized Gantt charts to schedule and organize workload.

**Skills/Softwares:** Unity, Front-End Development, JavaScript (TypeScript), C#, Swift, Xcode, Python, Java, Processing, DevOps, Github, PlasticSCM, HTML, React Native, Gradle, SQLite, CSS, Figma, SML, Racket, Docker, Salesforce, Copado, Openshift, Kubernetes, Jenkins.