

Miles John Keaveny

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389 Greene Avenue, 11216, Brooklyn, NY

Education

Wesleyan University, Middletown, Connecticut - B.A. in Computer Science

2019 - 2023, graduated May 2023.

- **Relevant courses:** COMP: Video Game Development, Computer Science 1 & 2, COMP: Algorithms & Complexity, COMP: Automata theory & formal languages, COMP: Automated reasoning, IDEAS: Digital Projects Lab, Calculus 1 & 2, Linear Algebra, Abstract Algebra, Discrete Mathematics
- **Campus Involvement:** Teachers Assistant (Intro to Programming), University Club Soccer, Eclectic Society, and Wesleyan (Game Dev) Hackathon (2022).

University of Sydney, Sydney, Australia

July 2022 - November 2022, Semester Abroad

- **Relevant courses:** Computer Graphics and Multimedia, Software Construction, and Interface Design
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Skills/Software Projects

Software Experience/Skills: Front-End Development, React, JavaScript (TypeScript), Node.js, CSS3, HTML5, C#, Swift, Xcode, Python, Java, JQuery, Github, Unity, Wordpress, React Native, Processing, DevOps, PlasticSCM, Gradle, SQLite, Figma, SML, Racket, Docker, Salesforce, Copado, Openshift, Kubernetes, Jenkins.

Portfolio Website: Personal Project Website

Brooklyn, NY

Developer - (see: <https://mileskeave.github.io/Front-End-Portfolio/>)

May - July 2023

- **Description:** This is my front end website which showcases information about me, my experiences and my projects.
- **Skills:** Javascript, HTML, CSS, JQuery, Github.

Premier League Player Search: Personal Project React Website

Brooklyn, NY

Developer - (see: <https://github.com/MilesKeave/PremierLeaguePlayerSearch>)

May - June 2023

- **Description:** React app which allows users to access stats and other season data for all premier league players. Users are allowed to search players by last name and seasonal year.
- **Skills:** React, Javascript, HTML, CSS, Bootstrap, JQuery, REST API (RAPIDAPI), Github.

Le Petit Universe: Video Game Development Project

Middletown, CT

Team Manager, Programmer - (see: <https://github.com/MilesKeave/Le-Petit-Universe-Game>)

Jan - May 2022

- **Description:** Le Petit Universe is a single player game which allows users (elementary school students) to learn about basic astrophysical concepts and explore our solar system. The user must learn about each planet and equip their space suit appropriately in order to embark on a quest to secure resources from that planet's surface.
 - **Skills:** C#, Unity, Team Management, Gantt Chart, Software Development, UI/UX, Version Control(Plastic SCM)
 - **Responsibilities:** Responsible for the game design, level design, the organization of team meetings and gantt chart assignments, scripting (C#), UI/UX, debugging, QA, and more.
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Work Experience

Freelance Web Developer - X10-Lacrosse | AmbyMedia LLC | Belen Studios

May 2023 - current, Brooklyn, New York

- Developed multipage wordpress websites for various companies, including AmbyMedia and X10-Elite, helping them to provide services, generate more clients and scale their businesses effectively.Ex: <https://x10-elite.com>
- Currently working on a React web app for Belen studios, a startup fashion brand in London.

Brothers Building Blocks - High School Computer Science Instructor (contract position)

July - Aug 2023, Brooklyn, New York

- Designed the curriculum for a summer term coding course for high school students.
- Taught students to code and build their first functional animations, games and stories using Scratch.

OurCampus - Front-End Developer

January 2023 - June 2023, Middletown, Connecticut

- Engineered the front end features of the 'OurCampus' application, Wesleyan's first software application that provides students with campus updates and access to campus resources.
- Worked in Javascript to develop features of the OurCampus front end 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 along a development pipeline for a Wisconsin-based national telecommunications provider.
- Gained experience with software that included Salesforce, Copado, Openshift, Kubernetes, and Jenkins.