

# Kevin Renner

krenner529@gmail.com | 440-292-7388

## EDUCATION

### UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

BS in Computer Science

May 2018 | Champaign, IL

College of Engineering

GPA: 3.27 / 4.0

## LINKS

Github:// ProPorygon

LinkedIn:// kevin-renner

## SKILLS

### PROGRAMMING

Proficient:

Python

Javascript

Java

C

Familiar:

Scala

C++

GoLang

SQL

### LIBRARIES, FRAMEWORKS, TOOLS

Django

GraphQL

Kubernetes

Helm

Pulsar

Flask

Node.js

Express.js

Git

Jenkins

GDB

Maven

## COURSEWORK

Algorithms

Distributed Systems

Software Engineering

Systems Programming

Database Systems

Data Structures

Computer Architecture

Computer Security

Virtual Reality

## EXPERIENCE

### PETUUM | Software Engineer

June 2018 - Present | Pittsburgh, PA

- Primary maintainer of the core library and service for building data flows on Petuum's distributed machine learning platform.
- Developed API-level representation of batch and streaming data flow graphs.
- Improved product security by integrating service API components with the platform's role-based access control system.
- Eased project maintenance by building an API for creating and updating graphs declared in yaml files.
- Enabled easier project sharing and deployment by creating an API to export and import data flow graphs on the platform, along with any project dependencies.
- Identified sources of slowness on the platform by profiling execution performance via timing utilities and flame graphs.
- Improved test quality in the library's repository by mocking out remote API calls.
- Deployed service via Helm on Kubernetes.

### FLIPWORD | Software Engineer Intern

June 2017 - August 2017 | Palo Alto, CA

- Improved user experience by implementing a new UI redesign in the Chrome extension's popup quizzes.
- Improved reusability of UI through the creation of a shared UI library.
- Created new backend APIs for the application using Node.js and the Express framework.
- Added additional interactivity to the product by developing a system that allows users to create and share audio recordings, automatically graded using Google's Speech API.
- Improved developer experience by refactoring code to be cleaner, more readable, and use more modern features of Javascript (ES6 and ES7).

### AGRIBLE | Backend Web Developer Intern

May 2016 - December 2016 | Champaign, IL

- Worked on Django backend for Agrible's *Morning Farm Report* website.
- Improved site performance by implementing a Redis caching solution.
- Improved quality control checking on data input by designing a system to interact with stored data through Google Drive APIs.
- Developed solutions to import and map data from other companies' APIs to Agrible's data schema.
- Saved AWS S3 storage costs by creating an automated system to remove old and unused data.

## PROJECTS

### LOOKNOTE | HackIllinois 2016

Spring 2016 | Champaign, IL

- Created a smart note-taking system which can retrieve data automatically from Wolfram-Alpha and add it to notes.
- Collaborated with two team members to build LookNote using Node.js and Electron.
- Won award for best use of Wolfram's API.