

# Ryder Keeny

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## Education

**UNIVERSITY OF FLORIDA**  
BS in Computer Engineering

**Gainesville, FL**  
Graduation Date: Fall 2025

## Leadership & Professional Development

**Open-Source Club**  
**Technical Lead**

**Gainesville, FL**

September 2023 - Present

- Led a group of 13+ members to develop an educational visual novel that allows players to learn basic programming language logic.
- Utilized Agile to assist group members with project development by tracking issues and designating tasks list based on importance through constant updating amongst members during constant meetings.
- Tutored 50+ members on using relevant libraries for coding projects such as Git, APIs, and debugging tools, while providing guidance on best practices for efficient project management.

**Florida Blue**

**Jacksonville, FL**

**Application Development Intern**

May 2024 – Aug 2024

- Generated and modified SQL tables within OracleDB, operating Postman to test and examine requests.
- Programmed a Java API to connect the administration front-end to the newly initiated relational database.
- Created JUnit based testing procedures for existing Java files related to the SQL backend, enhancing security and performance.
- Implemented data visualization strategies with Power BI to then be presented towards potential company clients during pitch meetings.

## Projects

**Weather Almanac - Personal Project**

- Developed a C++ Weather Almanac application, utilizing dual Hash-Maps for efficient handling of 10,000+ weather data keys.
- Implemented user-defined search queries for specific weather metrics like humidity, rainfall, and temperature, enhancing data accessibility.
- Designed algorithms for parsing and categorizing weather data, including temperature, wind speed, and rainfall, displayed in a terminal interface and achieving faster query responses and improved user experience in data access.
- Optimized data retrieval and storage using C++ libraries, significantly boosting application performance for large datasets.

**Interactive Video Editor - SCRUM Master**

- Designed a user-friendly video editor interface using React, enabling interactive question embedding and customizable pause breaks in educational videos.
- Implemented an innovative transcription feature to enhance accessibility for students with hearing impairments and non-native speakers.
- Facilitated Agile processes, including daily stand-ups, sprint reviews, and retrospectives, while efficiently allocating tasks to optimize team strengths and project goals.

**Fast Food Discount Finder – Personal Project**

- Generated a web scrapping application using Python, with the purpose of scanning social media sites (Instagram, twitter, etc.) to create a varying list of discounted food options for users.
- Integrated an already existing API that searches for key names mentioned throughout social media posts, that then gathers general information on the product deal, including price, quantity, when discount ends, etc.
- Utilized the python list of dictionaries data structure to efficiently store information and allow for easy data manipulation, organization, and retrieval.

## Skills

**Languages:** C++, Python, JavaScript, Java, Assembly, VHDL, SQL

**Other:** Agile, React, Git, Model Sim, Quartus, Postman, Figma, Waveform, Rally, Oracle, Microsoft Office, AutoCAD

**Interests:** Robotics, Game Dev, Wrestling, Cooking, Movie/Pop-Culture Trivia