Keegan Woodburn

Software Engineer

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github.com/TheDeafOne

Experience

Software Engineer Intern @ Johns Hopkins University Applied Physics Lab (*Python, Pandas*)

May - October 2021 // Laurel, MD

- Created a ground-up framework (nicknamed QAS) for parsing and scheduling job data.
- Researched and developed various methods for handling time-sensitive jobs with Al Planning and Scheduling.
- Simulated and presented multiple automated tasks using QAS, allowing for further development in regions of naval automation.

Software Engineer Intern @ Bentley Systems, Inc.

(C#, TypeScript .NET, React)

May 2020 - Present // Pittsburgh, PA

- P Created automated test data maintenance system to assist in project data management.
- Assisted in the development of ProjectWise SAM, an infrastructure software for managing construction assets.
- Produced front and back-end unit and integration tests alongside application development.

Tech Assistant @ Grove City College

(TypeScript, Angular, HTML, Ionic, Sass)

September 2021 - April 2022 // Grove City PA

- Primary developer of RedSnail, a software for all the necessary aspects of running a mailroom.
- Sole designer and developer of analytics page for package data. This analytics page led to multiple efficient workflow changes.

Projects

3D Game of Life // Team Project

(Java, JavaFX, HTML, CSS)

- ▶ A desktop application for visualizing simulations of 3D cellular automata
- Primary developer and designer of an intuitive interface for mapping 2D inputs to a 3D space
- Created file management system for maintaining and storing simulations and 3D templates.

RedSnail // Team Project

(TypeScript, Angular, Saas, Ionic, MongoDB)

- ▶ An end-to-end web application for managing every-day tasks in a mailroom.
- Sole developer of package data analytics page.
- Primary developer of package-user verification page
- PRedSnail is currently being used by the Grove City College Mailroom

Education

Grove City College

2020 - 2024 // Grove City, PA

- Bachelor of Science in Computer Science (ABET Accredited)
- Minors in Al/Machine Learning and Datascience
- ▶ 3.22 GPA

Skills

Programming Languages

Java, Python, C, C++, TypeScript, JavaScript (ES6), HTML, CSS/Sass, MATLAB

Libraries & Frameworks

React, Node.js, Angular, Ionic, Puppeteer, Jest, JUnit, Pandas, PySpark

Tools & Platforms

Git, Azure, JavaFX, MongoDB, BigQuery, Bigtable, Google Cloud, MySQL, pgAdmin

Relevant Coursework

Core Classes

Programming I and II (Java), Data Structures & Algorithms, Computer Architecture & Organization, Parallel Computing (C)

Advanced Classes

Automata Theory, Operating Systems, Computer Security, Theory of Algorithms, Software Engineering

Al, Machine Learning, Datascience

Artificial Intelligence, Machine Learning, Statistical Methods I, Statistical Methods II, Database Management Systems (MySQL), Intro to Big Data