Keegan Woodburn

Software Engineer

✉ keegan.woodburn@gmail.com   📞 240-319-3593   🏠 KeeganWoodburn.com   github.com/TheDeafOne

Experience

Software Engineer Intern @ Bentley Systems, Inc.

May 2020 - Present // Pittsburgh, PA

- 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.
- Created automated test data maintenance system to assist in project data management.

Tech Assistant @ Grove City College

September 2021 - April 2022 // Grove City PA

- Aided the development of RedSnail, a software for all the necessary aspects of running a mailroom.
- Designed and developed analytics page for package data, allowing for efficient workflow changes.

Software Engineer Intern @ Johns Hopkins University Applied Physics Lab

May - October 2021 // Laurel, MD

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

Relevant Coursework

- ***Core Classes***

  Programming I (COMP 141), Intro to Computer Science (COMP 155), Programming II (COMP 220), Data Structures & Algorithms (COMP 222), Database Management Systems (COMP 244), Computer Architecture & Organization (COMP 325), Parallel Computing (COMP 233)

- ***Advanced Classes***

  Automata Theory (COMP 314), Operating Systems (COMP 340), Computer Security (COMP 448), Introduction to Algorithms (COMP 422), Software Engineering (COMP 340)

- ***AI/Machine Learning***

  Artificial Intelligence (COMP 445), Machine Learning (COMP 435)

- ***Datascience***

  Business Statistics (MNGT 201), Statistical Methods II (STAT 132), Intro to Big Data (DSCI 431)

- ***Math & Physics***

  Calculus I (MATH 161), Calculus II (MATH 162), Discrete Math (MATH 213), Applied Probability and Linear Algebra (MATH 214), Physics I (PHYS 101), Physics II (PHYS 102)

Education

Grove City College

2020 - 2024 // Grove City, PA

- Bachelor of Science in Computer Science
- Minors in AI/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, JavaFX, MongoDB, BigQuery, Bigtable, Google Cloud, MySQL, pgAdmin

Projects

3D Game of Life // Team Project

An interface for visualizing 3D cellular automata simulations. It was built with Java, JavaFX, HTML, and CSS. I was a lead developer, responsible for designing and an intuitive interface for mapping 2D inputs to a 3D space, among other things.

RedSnail // Team Project

An end-to-end web application for managing every-day tasks in a mailroom, such as processing and delivering packages. It was built with Angular, TypeScript, MongoDB, HTML, and Sass, and is currently being used by Grove City College.