Avery Keuben

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Summary of Skills

- Computer science student with a strong understanding of software development, design and testing.
- Strong understanding of Java, C/C++, Javascript/Typescript
- Experience using React, Unity
- Strong leader and communicator, leading a team of 23 members through a software development task involving design, implementation, testing, and client communication.
- Knowledge of algorithms, data structures, object-oriented design, and procedural programming
- Committed to continuous learning and development in programming, including staying current with emerging technologies and industry trends

Education

University of Calgary, B.Sc in Computer Science – Calgary, AB   Sept 2022 – present
- GPA: 3.8/4.0
- Science Internship Program
- Awards: Faculty of Science Dean's List, President's Admission Scholarship, Jason Lang Scholarship, University of Calgary Transdisciplinary Connector Grant

Professional Experience

Research Assistant, University of Calgary – Calgary, AB   Apr 2023 – present
- Developed a web-based point-and-click adventure game to help students with learning disabilities and ADHD transition to a post-secondary learning environment.
- Implemented a custom web-based game engine that significantly increased development ease and speed.
- Respond to feedback from user testing sessions by identifying and resolving issues, enhancing gameplay and accessibility to better support students with learning disabilities and ADHD.

Customer Service Cashier, Calgary Co-Op – Calgary, AB   July 2021 – present
- Ensured precise and timely order fulfillment for eCommerce transactions resulting in quick turnaround times for online orders, with an average rate of 2 items per minute.
- Assisted in maintaining accurate cash balancing procedures by ensuring correct entry of till data, contributing to overall accountability and minimizing discrepancies during reconciliations.
- Proactively identified and resolved customer complaints and transaction errors, demonstrating strong problem-solving skills in a fast-paced environment.

Projects

Video Game Backlog Manager   2024
- Working in a small team to implement a social website to allow tracking of video game backlogs.
- Effectively designing and implementing a robust database driven system to effectively manage multiple large video game backlogs, enhancing data organization and retrieval.

Self Checkout Software   2024
- Lead a team of 23 members in the design and implementation for a simulated self-checkout machine, fostering collaboration and problem-solving.
- Designed the software architecture ensuring scalability and efficiency allowing us to adapt within a couple hours to changes in the project specification
- Conducted thorough unit testing and manual debugging to create a bug-free experience for end-users.

3D Game Engine   2021
- Created a multi-platform 3D game engine in Java using OpenGL to ease the creation of future game projects.
- Implemented a voxel-based demo with procedural world generation.

Circuit Simulator   2022
- React-based web app to edit and inspect resistor-based circuit networks in parallel or series.
- Incorporated 3D view with accurate resistor models corresponding to resistance.