

# Avery Keuben

📍 Calgary, AB | ✉ avery1516@gmail.com | ☎ (403) 922-5169 | 🔗 akeuben.github.io | 🌐 avery-keuben |  
 🐙 akeuben

## 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

## Employment 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.