Russell Kennington

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Summary

I research computer security and privacy at The University of Utah. I have over three years of experience building, deploying, and maintaining web systems. I value readability and reliability.

Skills

Web: JavaScript, TypeScript, Go, SQL, React, Redux, Sass, C# Web API
Data: Python, Pandas, Jupyter, NumPy, D3.js
Other: git, C, R, Haskell, bash

Work Experience

Sept 2018 – present

Research Assistant, *University of Utah*
- Interviewing computer security professionals about threat modeling industry norms. Responsible for designing the study, recruiting participants, conducting interviews, and qualitative analysis on interview results.
- Investigating privacy concerns of automated camera systems that can infer personal attributes (e.g. gender, age, heart rate) without explicit consent. Involved in study design, data collection, quantitative and qualitative analysis, and writing the publication.

July 2014 – April 2018

Software Developer, *Red Pepper Software*
- Created, deployed, and maintained internal tools and customer-facing websites and apps.
- Developed module system based on RequireJS to leverage client's existing front-end codebase and improve developer experience. Created dozens of reusable and configurable components such as authentication, API services, and ArcGIS maps.
- Used Azure and AWS to host applications and content for clients. Improved developer workflow with automatic deployments triggered by GitHub and Bitbucket webhooks.
- Increased security and decreased data migration mistakes by moving database connection credentials out of code and into configuration only accessible to server admins.

Projects

Fall 2018 – present

Graduate research project: Researched privacy concerns of automated camera systems. Involved in study design, data collection, and analysis. Lead author.

Fall 2018 – Spring 2019

PunchPass app: Created NFC-enabled loyalty rewards iOS app. Placed 1st at university hackathon. Placed 2nd for best CS senior capstone project.

Summer 2017

Code Club: Volunteered weekly with Salt Lake City Public Library (SLCPL) to teach kids programming. Used Scratch or JavaScript based on the skills and interest of each kid.

2016 – present

Visual Studio Code and VSCodeVim: Added features and fixed bugs in two popular open-source projects.

Education

Aug 2016 – May 2020

MS/BS in Computer Science, The University of Utah, *GPA 3.98*
- Recipient of both CS Department Scholarship and Computer Security Scholarship
- *Relevant Coursework:* Computer Architecture (grad), Operating Systems (grad), Statistics, Computer Security, Functional Programming (grad), Algorithms (grad)