**Austin Kelleher** | [austinkelleher.com](http://austinkelleher.com/) | [github.com/austinkelleher](https://github.com/austinkelleher) | [a@alk.im](mailto:a@alk.im)|  (585) 943-0080

**Education**

**Penn State University**, B.S. Computer Science 2016*August 2012 – May 2016*

**Work E****xperience**

**Interactive Intelligence / Genesys, Software Engineer**  *May 2016 – Present*

* Full-stack JavaScript developer working on scalable, real-time, co-browsing running on AWS
* Performance improvements that lead to doubling the number of concurrent sessions
* Decreased the amount of time for additional clients to join from seconds to instantaneous
* Designed and developed co-browsing viewer control feature
* UI component development using Marko and bundling using Lasso.js

**Interactive Intelligence, Software Engineering Intern**  *May 2015 – April 2016*

* Significant contributions to backend Node.js webhook service
* Utilized Redis, Apache Kafka, and Amazon SQS for message queuing and processing
* Implemented Docker local development environment

**RoviSys, Software Engineering Co-op** *January 2014 - May 2014*

* Worked on a team of two developing an augmented reality Google Glass Application
* Developed an asset management module for an office hoteling web application

**Computer Science Teaching Assistant** *August 2013 - December 2013*

* CS121: Introduction to Programming Techniques
* CS102: Introduction to Visual Programming

**Projects / Open Source**

**Marko, Core Contributor** *January 2017 – Present*

* Numerous contributions to the open source, UI component building, library from eBay that is downloaded 250,000+ times/month from npm

**giphy-api, Creator** *July 2015 – Present*

* Created an open-source JavaScript SDK for Giphy.com that is downloaded 4,000+ times/month from npm

**Kingdom Island, Software Engineer** *June 2013 – April 2015*

* Developed the first mini game, “Blocks,” played over 500,000 times in less than two months
* Developed a safe chat system for kids which has processed millions of disapproved messages
* Created a game moderation panel utilized by all staff members
* Extensive in-game, cross platform, features and corresponding server side development

**Astro Promotions, Co-Founder** *August 2012 – February 2013*

* Designed autonomous promotion algorithms to assist actors and actresses in obtaining jobs
* Developed core, customer-facing, web application

**Publications**

* Coulston, Chris, Daniel Hankewycz, and Austin Kelleher. "Build an Automated Vehicle Locator." Circuit Cellar June 2014: 20-23. Print.

**Selected Skills**

* Proficient – Node.js, JavaScript, Marko, Lasso.js, Redis, HTML, CSS, Java, Git
* Experience - Docker, MongoDB, SQL, C#, Visual Basic, .NET, Apache Kafka, Amazon SQS, C++, Apache2, PHP, Cocos2d