

Kenrick Rilee
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ACADEMICS:

Princeton University (2009-2012) overall 3.2, departmental 3.4

- Majoring in CS, currently on an indefinite leave of absence.
- Relevant coursework: graphics, networks, advanced programming, computer vision, operating systems, algorithms & data structures, systems.

Eleanor Roosevelt High School, Greenbelt, MD (2005-2009) unweighted 4.0

- Eleanor Roosevelt High School Valedictorian (class rank 1st out of ~800 students)

WORK:

2012-2013: Co-founded Rex/Mapsaurus (rexapp.com)

- TigerLabs University Accelerator (summer 2012), raised a small angel round (late 2012).
- Alice Zheng and I were main co-founders. My responsibilities (in addition to coding) included general project management and investor/partner relations. These responsibilities were, of course, shared.

2011: Co-founded Conical Development (play.google.com/store/apps/details?id=game.zombie)

- Led a team of two other people (full-time coder, part-time artist). Built (from scratch) and published an Android game.

2008-2010: Internship at NASA GSFC with Honeywell and Caelum Research Corporation

PROGRAMMING: (more info at cricketlet.github.io)

Android (2011 onwards):

- Rex front-end: core feature is an interactive web of inter-related apps.
- PanesLibrary: open-source library for creating flexible phone/tablet apps.
- AutoWallpaper: updates your wallpaper with images scraped from Reddit's API.
- Dead Arcade: 2D platformer, built completely from scratch.

Java (2005 onwards):

- 2nd at Facebook Princeton Hackathon 2011. Built an RTS game from scratch.
- Built a number of simple 2D games from scratch.

Python (2012 onwards):

- Rex backend: helped build crawler, server, algorithms, and analytics.
- 2nd at HackPrinceton 2012. Built an app-store crawler and recommendation engine.
- Built an fmylife.com style website using Django.

C or C/C++ (2009-2012):

- Built (with a partner) a 3d top-down-shooter from scratch.
- Built (with two partners) a program that plays Wolfenstein 3D.
- Coursework: graphics, operating systems, networks, systems.

JavaScript and HTML5 (2010, 2012):

- Rex HTML5 front-end: built an interactive interface that enabled users to explore through a web of inter-related apps. Built versions using Canvas, SVG, and D3.js.
- Built the front-end for a Settlers of Catan style board-game. Used SVG.