Kenrick Rilee - *kenrick.rilee@gmail.com* - *cricklet.github.io* (full resume & projects)

**ACADEMICS:**
*Princeton University* (originally 2013, now 2015)
- Majoring in CS, went on a leave of absence in 2012 to co-found a startup.
- Relevant coursework: advanced graphics, graphics, networks, advanced programming, computer vision, operating systems, algorithms & data structures, systems, computational physics, number theory.

*Eleanor Roosevelt High School*, Greenbelt, MD (2005-2009) unweighted 4.0
- Valedictorian: class rank 1st out of ~800 students.

**WORK:**
*2014*: DevOps Intern at Venmo (venmo.com)
- Used puppet to setup stack monitoring and analytics.

*2013-2014*: Engineering Fellow at Codecademy (codecademy.com)
- Full-stack web development including rapid prototyping, maintenance, testing, and feature development.

*2012-2013*: Co-founded Rex/Mapsaurus
- TigerLabs University Accelerator (summer 2012), raised an angel round.
- One of the two main co-founders. My responsibilities (in addition to coding) included general project management and investor/partner relations.

*2011*: Co-founded Conical Development
- 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
- Built a di-graph visualizer that replaced proprietary software

*2007*: Internship at University of Maryland

**PROGRAMMING:** (much more at cricklet.github.io)
*JavaScript* and *HTML5* (2010 onwards):
- Codecademy: rapid prototyping of coding widgets, general development, chai testing
- Rex HTML5 front-end: built versions using canvas, SVG, and D3.js.

*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.

*Python* (2012 onwards):
- Rex backend: helped build crawler, server, algorithms, and analytics.

*C* or *C/C++* (2009-2012):
- Built (with a partner) a 3d top-down-shooter from scratch.
- Path tracer, ray tracer, image manipulation, 3d mesh manipulation, etc

*Other:* Rails, Backbone, Mongo, Redis, OpenGL, GLSL, Puppet, Haskell, Flask