Kenrick Rilee
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**ACADEMICS:**

*Princeton University* (2009-2012) overall 3.2, departmental 3.4
- Majoring in CS, currently on a two year 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 cricklet.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.