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

ACADEMICS:
Princeton University (2009-2012)
- Majoring in CS, went on a leave of absence in 2012 to do a startup.
- CS coursework: graphics, networks, advanced programming, computer vision, operating systems, algorithms & data structures, systems.

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

WORK:
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 (rexapp.com)
- TigerLabs University Accelerator (summer 2012), raised a small angel round (late 2012).
- 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 (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
- Built a di-graph visualizer that replaced proprietary software

2007: Internship at University of Maryland

PROGRAMMING: (more at cricklet.github.io)
JavaScript and *HTML5* (2010 onwards):
- Codecademy: rapid prototyping of coding widgets, general development, chai testing
- Rex HTML5 front-end: interactive interface that displayed a web of inter-related apps. 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.

Java (2005 onwards):
- 2nd at Facebook Princeton Hackathon 2011. Built an RTS game 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.

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.