

Kenrick Rilee - [kenrick.rilee@gmail.com](mailto:kenrick.rilee@gmail.com) - [cricket.github.io](http://cricket.github.io) (full resume & projects)

## ACADEMICS:

*Princeton University*: (originally 2013, now 2015)

- BSE, Computer Science.
- Took a leave of absence between 2012-2014 to co-found a startup and work in industry.
- Relevant coursework: advanced graphics, networks, computer vision, operating systems, algorithms & data structures, systems, computational physics, number theory.

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

- Valedictorian: class rank 1st out of ~800 students.

## WORK:

*2014*: DevOps intern at Venmo

- Used puppet to setup stack monitoring and analytics.

*2013-2014*: Engineering fellow at Codecademy

- Full-stack (ruby/rails/js/Backbone) web development.
- Owned the ideation, prototyping, and implementation of some live-coding widgets.

*2012-2013*: Co-founded Rex/Mapsuaurs (defunct)

- TigerLabs University Accelerator (summer 2012), raised a small angel round (late 2012).
- As one of two main co-founders, my responsibilities (in addition to coding) included general project management and investor/partner relations.

*2011*: Dead Arcade

- Led a team of two other people. Built an Android game that garnered 20,000 downloads.

## AWARDS:

- 2nd place Princeton Facebook Hackathon (2011): built a RTS game from scratch in 22 hours.
- 2nd place Hack Princeton (2012): built an Android app recommendation algorithm.

## PROGRAMMING:

*Android + Java* (2011-):

- *Rex*: featured an interactive web of inter-related apps, batch uninstaller. (60,000 downloads)
- *PanesLibrary*: open-source library for creating flexible phone/tablet apps. (300+ stars on GitHub)
- *AutoWallpaper*: updates your wallpaper with images scraped from Reddit's API. (10,000 downloads)
- *Dead Arcade*: 2D platformer, built completely from scratch. (20,000 downloads)

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

- Built an OpenGL renderer using modern C++, implementing VSM, SSAO, and hatching.
- Built an OpenGL top-down shooter, implementing boid AI, billiard ball physics, lightmaps, etc.
- Built an AI that uses particle filters, object detection, and range finding to play Wolfenstein 3D.
- *Advanced Graphics* (A): path tracer, laplacian mesh editing, image analogies.
- *Graphics* (A): ray tracer, mesh manipulation, shaders, OpenGL, etc.
- *OS* (B): boot-loader, kernel, scheduling, virtual memory, filesystem.
- *Networks* (A-): simple server, HTTP proxy, router, simple TCP.

*JavaScript and HTML5* (2010-):

- *Codecademy*: prototyping features, feature development, refactoring, chai testing.
- *Rex frontend*: prototyped versions using canvas, SVG, and D3.js.
- Built a game scratch using <canvas/> for the LD 48 hour game-jam. (rated top 6% for graphics)

*Python* (2012-):

- *Rex backend*: crawler, server, recommendation algorithms, events tracking, and analytics.

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