





Haydn Keung

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 github.com/haydnkeung
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Languages: Java • Python • C++ • Groovy • C# • Shell • SQL

Tools & SDKS: AWS • Terraform • Jenkins • Docker • Android • Splunk • MySQL • Packer • Unity3D

Experience

Site Reliability Engineer | Trend Micro Inc.

Jan 2020 – Apr 2020

Python, Java, AWS, Jenkins, Terraform, Docker

- Built Terraform modules and Jenkins jobs used by over 100 engineers to automate creation of development infrastructure
- Reduced AWS expenses by 50% by implementing a serverless cloud management tool monitoring and remove unused resources
- Created dashboard with real-time analytics of system performance by wrangling AWS logs and building data streams using Kinesis, Splunk and Python
- Implemented an OSI layer 3 (network layer) firewall for private subnets

Software Engineer Intern | Madoor International Inc.

May 2019 – Aug 2019

Java, Kotlin, Android, MySQL

- Implemented a payment system for the Android app supporting Google Pay, WeChat Pay and PayPal processing up to \$500 per transaction
- Developed an internal tool using Java and Groovy to automate pre-deployment tests, reducing deployment time by more than an hour
- Implemented in-app caching, reducing loading time by nearly 50%
- Built a UI rendering library using Java, increasing the rendering speed by 3x

IT Support | North Growth Management Ltd.

May 2018 – Aug 2018

MS SQL

- Worked with database administrator to connect new computers to a MS SQL database
- Installed and configured a Windows 2012 server for keeping track of client information and financial data

Projects

Chatify

Aug 2019

Python, Flask, PostgreSQL

- Built an online chatting forum using RESTful principals
- Created a database in PostgreSQL for storing chat history
- Wrote function for cleaning input data to prevent SQL and XSS injection attacks

Online Multiplayer Shooter

Dec 2018

C#, Unity Engine, Photon Networking

- Built a 2D multiplayer space simulation game
- Configured networking to host the game on cloud using Photon Networking API
- Wrote interpolations to predict movement of game objects, reducing lag due to network latency

Achievements

AWS Certified Cloud Practitioner

Feb 2020

- Validation Number SG7MPFX2HE1E1MCJ

Education

Candidate for Bachelor of Software Engineering

Sep 2018 – Apr 2023

- University of Waterloo