





Haydn Keung

 [haydnkeung.github.io](https://github.com/haydnkeung)
 hkeung@uwaterloo.ca

 github.com/haydnkeung
 linkedin.com/in/haydnkeung

Languages: Java, C++, Python, C#, C, Scala, Kotlin, Groovy

Tools: AWS, Unix, Jenkins, Terraform, Android Studio, Unity Engine

Experience

AWS Infrastructure Engineer | Trend Micro Inc.

Jan 2020 – Apr 2020

AWS SDK, Splunk, Terraform, Slack API, Python

- Architected and implemented a serverless tag compliance application using Kinesis, Lambda, S3 and the AWS SDK, freeing unused AWS resources, cutting AWS costs by more than 75%
- Used Splunk to create a dashboard providing analysis of test results and service uptimes
- Built a Slack app using SQS and Slack API to notify developers of life-cycle events of in-house tools
- Baked AMI images containing applications and its dependencies for Auto Scaling Groups
- Used Terraform to manage consistent IAM permissions and security groups across multiple AWS accounts

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