# Haydn Keung

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## LANGUAGES

Java • Python • C++ • Groovy • C# • Shell • SQL

## TOOLS & SDKS

AWS • Terraform • Jenkins • Docker • Android • Splunk • MySQL • Packer • Unity3D

## COURSEWORK

Compilers
Unix Tools and Scripting
ARM Assembly
Multivariate Calculus
Linear Algebra
Statistics & Probability
Digital Circuits
Formal Verification
Computer Architecture

## **CERTIFICATIONS**

2020 AWS Cloud Practioner

# **AWARDS**

2018 President's Scholarship2018 BC District Scholarship2018 UBC Physics Olympics

# **EDUCATION**

#### UNIVERSITY OF WATERLOO

Software Engineering Sep 2018 - Apr 2023 | Waterloo, ON

# LINKS

Github:// haydnkeung LinkedIn:// haydnkeung

## **EXPERIENCE**

#### TRENDMICRO | SITE RELIABILITY ENGINEER

Jan 2020 - Apr 2020 | Ottawa, ON

- Built *Terraform* modules and *Jenkins* jobs used by over 100 engineers to automate creation of development infrastructure
- Designed and implemented a highly scalable cloud management tool to monitor and remove unused AWS resources, reducing my team's AWS expenses by 75%
- Used *Splunk* and data streaming to create dashboards providing real-time analytic and visualizations to software performances
- Implemented an OSI layer 3 and 7 firewall for public and private subnets

#### MADOOR | SOFTWARE ENGINEER INTERN

May 2019 - Aug 2019 | Vancouver, BC

- 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

#### NORTH GROWTH MANAGEMENT | IT SUPPORT TECHNICIAN

May 2018 - Aug 2018 | Vancouver, BC

- 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**

### PATENT EXCHANGE | STOCK MARKET SIMULATOR

Feb 2020

- Built a stock market simulator using Solace Pub/Sub Event broker API
- Created an Android App for users to purchase shares from different companies
- Created algorithm to populate database with random data

#### **CHATIFY** | ONLINE CHATTING FORUM

Aug 2019

- 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

#### **SPACE SHOOTER** | ONLINE MULTIPLAYER SHOOTER

Dec 2018

- 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