





# 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

## Experience

**Site Reliability Engineer** | Trend Micro Inc.

Jan 2020 – Apr 2020

*Python, AWS, Jenkins, Terraform, Docker*

- 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

**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