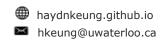
Haydn Keung haydnkeung.github.io





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 75% by designing and implementing a highly scalable cloud management tool to monitor and remove unused resources
- Used Splunk and data streaming to create dashboards providing real-time analytic and visualizations to software performances
- 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 SOL

- 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