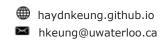
# Haydn Keung





**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