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| Haydn Keung | haydnkeung.github.io | github.com/haydnkeung |
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**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