

# Josh Kean

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## Programming Languages, Libraries, and Frameworks

Python, JavaScript, React, Solidity, Truffle

## Recurse Center

*A self-directed, 12 week retreat for computer programmers.*

August 2019 – Present, Participant

### Snake Game

- Created a 2D arcade game using Python and PyGame.
- Defined parent and child classes to manage variables and functions within different states.
- Wrote Python scripts to auto-generate multi-hundred item dictionaries.
- Implemented keyboard controls to let players control game elements.

### Inventory Contract – [Source](#), [Demo](#)

- Designed a smart contract using Solidity that manages a blockchain based inventory.
- Tested Solidity code for memory leaks and run time errors.
- Uploaded compiled Solidity code to the Ropsten Ethereum test network.
- Created a React front-end which was deployed to AWS.

### Bloom Filter

- Wrote an adjustable length bloom filter in JavaScript.
- Designed a one-way hash function to convert inputs into bloom filter indices.
- Created DOM elements that automatically rendered updated bloom filter storage information.

## Independent Study

- MIT Online Introduction to Algorithms Course.
- Currently studying the [Rust Programming Language](#).
- Learned JavaScript using a Udemy Course.
- Learned Solidity using [Cryptozombies.io](http://Cryptozombies.io).

## Experience

### Underground Construction, Project Engineer

June 2017 – July 2019

- Managed multi-million dollar jet fuel distribution projects.
- Communicated with clients regarding cost, schedule, and design changes.
- Performed monthly financial audits of construction projects.
- Trained new engineers by assigning and supervising tasks.

## Education

San Francisco State University, BS in Mechanical Engineering

Graduated December 2016

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|------------------|---------------------------|----------------------------|
| • Calculus       | • Physics                 | • Differential Equations   |
| • C# Programming | • Digital Signal Analysis | • Automatic Control System |

