

Josh Kean
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[GitHub](#)
[LinkedIn](#)

Skills

Solidity, Python, JavaScript, Truffle Framework

Projects

- [Read The Blockchain](#) (Author) An ongoing experiment testing relationships between function calls and blockchain status updates.
- [Python](#) (Author) A remake of the classic arcade game Snake using the digits in Pi.
- [Rust-Lang.org](#) (Contributor) Contributor to pull request #771 for the rust-language website repository.
- [Light Cycle](#) (Author) A 2D video game made using PyGame and Python3.

Education

San Francisco State University

December 2016 BS, Mechanical Engineering

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|---------------------------|--------------------------|-----------------------------|
| • C# Programming | • Linear Algebra | • Physics |
| • Digital Signal Analysis | • Differential Equations | • Automated Control Systems |
| • Calculus | • Fluid Mechanics | |

Work Experience

Underground Construction, Project Engineer

June 2017 - Current

- Ensure installed product meets required codes and standards.
- Compile and track project RFI's, Submittals, and Change Orders.
- Review data to analyze project financial and production progress.
- Prepare cost estimates for new construction project opportunities.

Energy Recovery, Product Engineer

March 2017 - May 2017

- Created 3D models of pipes, valves, and motors.
- Maintained a database of electronic sensor readouts.
- Coordinated with mechanics to accurately fabricate proprietary components.

United Airlines, Mechanical Engineering Intern

September 2015 – December 2016

- Reverse engineered aircraft parts and components by collecting material and dimensional information.
- Reviewed the material and labor requirements of newly implemented component repair methods.
- Composed repair procedures to return damaged aircraft parts back to service.
- Developed VBA macros which enhanced component fabrication production rates.