Josh Kean

JoshKean.com

Josh@JoshKean.com | 925-783-8908

Programming Languages, Libraries, and Frameworks

Python, Pandas, NumPy, Scikit-Learn, JavaScript, Solidity, Truffle, React, VIM

Recurse Center

August 2019 – Present, Participant

Snake Game

- Created a snake game using Python3 and PyGame.
- Defined parent and child classes to manage variables and functions within different scopes.
- Generated dictionaries that render new elements to the screen.
- Implemented keyboard input patterns to let players control game elements.

Inventory Contract

- Designed a smart contract that manages a a blockchain based inventory.
- Tested Solidity code for memory leaks and run time errors.
- Uploaded compiled Solidity code to an Ethereum test network.
- Created a ReactJS front-end to display Ethereum test network variables.

Bloom Filter

- Wrote a variable length Bloom Filter in vanilla JavaScript.
- Designed a one-way hashing function to populate a list of 0's and 1's.
- Coordinated with the DOM to determine if an object had previously been sorted.

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.

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 projects.

Education

San Francisco State University, BS in Mechanical Engineering

Graduated December 2016

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