

KEATON CURRIE

Computer science and marketing double major, skilled in creative problem solving and solution implementation. Knowledgeable in systems programming and software development. Looking to gain practical experience and grow my skillset in the systems development field.

CONTACT

✉ kdcurrie@dons.usfca.edu
☎ 949.433.0393
🏠 San Francisco, CA
🐙 github.com/kdcurrie

EDUCATION & CREDENTIALS

University of San Francisco
Pursuing:
B.S. in Business Administration
B.S. in Computer Science
Class of 2021
Cumulative GPA: 3.73
Dean's Honor Roll

RELEVANT COURSEWORK

Software Development
Computer Architecture
Operating Systems
Data Structures and Algorithms
Programming Language Paradigms
C and Systems
Discrete Mathematics
Calculus I
Operating Systems
Computer Architecture

OTHER INTERESTS

Tabletop/Board Games
Video Games
Cycling
Fashion Design
Model Building

WORK EXPERIENCE

SRS REAL ESTATE PARTNERS *Newport Beach • May 2017 – August 2017*

Largest commercial real estate firm in North America dedicated to the retail industry

Intern – National Net Lease Group Analytics Department

- Performed local market analyses, financial valuations, and lease abstractions
- Assisted in the creation of call lists and property databases

PROJECTS

VOLATRADE: ML MODEL DATA PIPELINE • Golang

Built a data pipeline that sends live order book row data for multiple cryptocurrency pairs originating from Binance. The pipeline directs this order book row data to our machine learning model, first serializing the data using protocol buffers to transfer between our services. This data is then used to generate buy/sell indicator data.

MULTITHREADED SEARCH ENGINE • Java

Individually built a multithreaded search engine from the ground up. Planned and built multiple complex components including: inverted index, string stemmer and parser, partial and exact word search, web crawler, and currently working on a web interface using Jetty.

Technical Skills

Languages: Golang, JS, Java, C, HTML, CSS, Python, JSON
Operating Systems: Linux, Unix, Ubuntu, MacOS, Windows
Tools: Visual Studio Code, JUnit Testing, Docker, Zap, Vi, Eclipse, IntelliJ, Vim, Grafana, Protocol Buffers
Frameworks: Git, GNU, Jetty, gRPC

EXTRACURRICULAR AND VOLUNTEER WORK

USF Video Game Developer Club *San Francisco • January 2020 – May 2020*

Unity and Visual Studio 2019 Team Developer

BREAKTHROUGH SF *San Francisco • February 2018 – May 2018*

Math Tutor

- Provided tutoring, assistance, and camaraderie to incoming students