

KEANU KERR

keanukerr.com

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EDUCATION

University of Edinburgh

MSc in Informatics

November 2019

University of Florida

BSc in Computer Science

Minor in Studio Art

May 2018

SKILLS

Programming Languages

Frameworks & APIs

Technologies

Java, Python, TypeScript, JavaScript, Rust, Go, C++, C, Bash

Spring, Node, Angular, Elasticsearch, PyTorch

Linux, Git, REST, GraphQL, Docker, k8s

EXPERIENCE

General Motors

Software Engineer

February 2020 - Present

Austin, Texas

- Created REST APIs using Spring Framework and JAX-RS
- Integrated with SQL database backend
- Deployed to PCF and Kubernetes platforms
- Employed TDD and CI/CD practices

Elgato

Software Engineer Intern

May - August 2016

Munich, Germany

- Created overlays for Game Capture software
- Worked on internal downloads monitoring web page
- Collaborated in teams of developers using GitHub to build overlays
- Programmed extensively in JavaScript, HTML, CSS, and Ruby

Rapid Genomics

Software Engineer Student

January - April 2016

Gainesville, Florida

- Maintained communication between dev team and client and developed code designs
- Adhered to Agile principles throughout the development process
- Implemented MEAN stack to develop a consumer facing site to track genome sequencing

STUDENT PROJECTS

University of Edinburgh

Master's Dissertation Project

April - August 2019

Edinburgh, Scotland

- Implemented role-playing game in Java
- Designed with intent of being used as a learning tool for students
- Used MVC pattern and applied other design patterns and OOP principles
- Implemented network-based multiplayer functionality

University of Florida

Senior Project

January - May 2018

Gainesville, Florida

- Built front end Angular web application allowing users to create custom characters
- Worked in a group to create custom GoLang server to store data
- Self-hosted website on a home server