

# KEANU KERR

keanukerr.com

github.com/keanuk • linkedin.com/in/keanukerr

+1 512-450-8961 • keanu@kerr.us

## SKILLS

---

<b>Programming Languages</b>	Go, Java, Rust, Python, TypeScript, JavaScript, C++, C, Bash
<b>Frameworks &amp; Libraries</b>	Protobuf, Spring, JAX-RS, Node, Angular, Elasticsearch
<b>Technologies &amp; Services</b>	Linux, Git, REST, gRPC, PostgreSQL, Docker, k8s, AWS, Azure

## EXPERIENCE

---

<b>Bread Financial</b>	March 2023 - Present
<i>Software Engineer</i>	<i>Philadelphia, Pennsylvania</i>
<ul style="list-style-type: none"><li>• Developed REST and gRPC APIs in Go, integrating with PostgreSQL databases for financial services</li><li>• Implemented features for loan processing, payment systems, and credit bureau reporting workflows</li><li>• Containerized and deployed microservices using Docker on Kubernetes infrastructure</li></ul>	
<b>General Motors</b>	February 2020 - March 2023
<i>Software Engineer</i>	<i>Austin, Texas</i>
<ul style="list-style-type: none"><li>• Developed REST APIs using Spring Framework and JAX-RS with Oracle database integration</li><li>• Improved search API performance with Elasticsearch cluster implementation and optimization</li><li>• Implemented TDD methodology and CI/CD pipelines using Docker on Azure Kubernetes Service</li></ul>	
<b>Elgato</b>	May 2016 - August 2016
<i>Software Engineer Intern</i>	<i>Munich, Germany</i>
<ul style="list-style-type: none"><li>• Developed JavaScript test overlays for Game Capture software to improve QA testing efficiency</li><li>• Built internal metrics dashboard using Angular for real-time application monitoring</li><li>• Collaborated across development teams using Git workflows for internal web application development</li></ul>	

## PROJECTS

---

<b>University of Edinburgh</b>	April 2019 - August 2019
<i>Master's Dissertation Project</i>	<i>Edinburgh, Scotland</i>
<ul style="list-style-type: none"><li>• Developed multiplayer RPG in Java using JavaFX GUI and peer-to-peer networking architecture</li><li>• Implemented OO design patterns to create an educational framework for computer science students</li><li>• Authored comprehensive documentation including setup guides and extensibility framework</li></ul>	
<b>University of Florida</b>	January 2018 - May 2018
<i>Senior Project</i>	<i>Gainesville, Florida</i>
<ul style="list-style-type: none"><li>• Developed Angular web application for custom game character creation with dynamic form validation</li><li>• Built Go backend service with REST API for user profile management and character data persistence</li><li>• Deployed full-stack application on self-managed Linux server infrastructure</li></ul>	

## EDUCATION

---

<b>University of Edinburgh</b>	November 2019
MSc in Informatics	
<b>University of Florida</b>	May 2018
BSc in Computer Science & Minor in Studio Art	