KEANU KERR

keanukerr.com

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EDUCATION

University of Edinburgh

November 2019

MSc in Informatics

University of Florida

BSc in Computer Science Minor in Studio Art

May 2018

TECHNICAL STRENGTHS

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 May - August 2016

Software Engineer Intern

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

January - April 2016

Gainesville, Florida

Software Engineer Student

- · 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

April - August 2019

Master's Dissertation Project

Edinburgh, Soctland

- · 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

January - May 2018 Gainesville, Florida

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