

KEANU KERR

keanukerr.com

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

+1 512-450-8961 ··· keanu@kerr.us

EDUCATION

University of Edinburgh

November 2019

MSc in Informatics

University of Florida

May 2018

BSc in Computer Science

Minor in Studio Art

SKILLS

Programming Languages

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

Frameworks & APIs

Spring, JAX-RS, Node, Angular, Elasticsearch, PyTorch

Technologies & Services

Linux, Git, REST, GraphQL, SQL, Docker, k8s, AWS, Azure

EXPERIENCE

General Motors

February 2020 - Present

Software Engineer

Austin, Texas

- Created REST APIs using Spring Framework and JAX-RS integrating with SQL databases
- Increased performance of search APIs by deploying and integrating Elasticsearch cluster
- Employed TDD and CI/CD practices using Docker and Kubernetes clusters hosted on Azure

Elgato

May - August 2016

Software Engineer Intern

Munich, Germany

- Created test overlays for Game Capture software written in JavaScript
- Worked on internal metrics monitoring page written in Angular
- Used Git to collaborate with other teams of developers on internal web applications

Rapid Genomics

January - April 2016

Software Engineer Student

Gainesville, Florida

- Full stack web development with MEAN stack to develop genome sequence monitoring page
- Emphasized front end design and improved communication performance with Mongo DB
- Used Git for collaboration and adhered to Agile principles

PROJECTS

University of Edinburgh

April - August 2019

Master's Dissertation Project

Edinburgh, Scotland

- Created multiplayer role-playing game in Java with JavaFX and peer-to-peer networking
- Designed using OO design patterns with intent of being used as a learning tool for students
- Created documentation for setup and possible ways to extend functionality

University of Florida

January - May 2018

Senior Project

Gainesville, Florida

- Built front end Angular web application allowing users to create custom game characters
- Integrated with back-end service written in Go to store user profiles and character data
- Self-hosted website and related components on home server