

Keanu Kerr

keanukerr.com

GitHub: keanuk

keanukerr@gmail.com

+1 (321) 442-0942

Education

University of Edinburgh

November 2019

MSc in Informatics

University of Florida

May 2018

BSc in Computer Science

Minor in Studio Art

Skills

Languages: Java, Python, TypeScript, JavaScript, C++, C, Bash, SQL

Technologies: Linux, Git, REST, GraphQL, Spring, Node, Angular, Docker, k8s, Elasticsearch, PyTorch

Other: Agile, TDD, CI/CD, Adobe CC, UX Design, fluent in German

Work Experience

Software Engineer, General Motors; Austin, Texas

February 2020 - Present

- 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

Software Engineer Intern, Elgato; Munich, Germany

May - August 2016

- 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

Software Engineer Student, Rapid Genomics; Gainesville, Florida

January - April 2016

- 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 Dissertation

April - August 2019

- 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

- 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