

# KEANU KERR

keanukerr.com

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

+1 · 321 · 442 · 0942 ○ keanukerr@gmail.com

## 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

## STUDENT 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