

# Keanu Kerr

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## 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

**Technologies:** REST, GraphQL, Spring, JAX-RS, Angular, Node.js, jQuery, \*nix shell, Git, PyTorch, SQL

**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 Pivotal Cloud Foundry platform
- 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