KEENAN SCHOTT

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EDUCATION

University of Washington - M.S. in Information Management — *Sep 2024 - Aug 2025*
Program/Product Management & Consulting (PPMC) Specialization — GPA: TBD

Colorado School of Mines - B.S. in Computer Science — *Aug 2021 – May 2024*
Computer Engineering Specialization — GPA: 3.94
Summa Cum Laude, Dean's List x6, Cyber Defense Education Certificate

EXPERIENCE

Software Engineer Intern | ICR, Inc. — *May 2024 – Present*

- Built new features for the JNWC's Request for Information (RFI) web application in **React** and **TypeScript**, which included an advanced RFI filtering tool and NLP capabilities through **Ollama** to enhance RFI autofill
- Revamped the application's CI/CD; enhanced linting, optimized the Gitlab pipeline, implemented comprehensive unit testing, and orchestated delivery via **Docker** and Jenkins

Software Engineer Intern | Datava — *May 2023 – Apr 2024*

- Spearheaded the implementation of robust **PostgreSQL** support catering to credit unions throughout the Western United States, leveraging **PHP** and PHP Data Objects
- Integrated back-end work into **JavaScript** components in collaboration with the front-end team using an Agile framework and **Git**, enhancing the functionality of the query browser interface

Teaching Assistant | Colorado School of Mines — *Dec 2021 – Dec 2023*

- Managed 300+ introductory Computer Science students over 4 semesters; hosted weekly office hours and taught **Python**, software basics, and programming concepts, such as data types, functions, and recursion

RESEARCH

Research Assistant | Mines Interactive Robotics Research — *Oct 2022 – Mar 2023*

- Explored perceptions of abstract pointing gestures exhibited by robots; the resulting research was published in a conference paper and presented at the 2024 ACM/IEEE conference on **Human-Robot Interaction**
- Analyzed experimental results involving human participants engaging with robots and virtual reality settings using **R** to rigorously test and quantify research hypotheses

PROJECTS

Mines High School Programming Competition | Full-Stack Development — *Jan 2024 – Apr 2024*

- Formulated a problem, composed the problem statement using **LaTeX**, designed and validated its inputs using **Python**, and devised model solutions for the annual competition

CS Curriculum Flowchart | Full-Stack Development — *Jul 2023 – Aug 2023*

- Harnessed **JavaScript**, **React**, and **PostgreSQL** to provide students with an engaging tool for visually interlinking courses within a dynamic flowchart as an alternative to university-provided, static flowcharts

Clue | Full-Stack Development — *Jan 2023 – Jun 2023*

- Demonstrated software engineering prowess through a reimagining of the classic game Clue in the CSCI 306 course, employing advanced object-oriented programming (OOP) techniques and unit testing in **Java**

Singular Value Decomposition Image Compression | Full-Stack Development — *Apr 2023*

- Utilized my understanding of SVD to elegantly compress images while retaining essential information, employing **Python**'s versatile toolkit to display the original image, compression ratio, and conserved data

TECHNICAL SKILLS

Programming Languages| Python, Java, PHP, C/C++, JavaScript, TypeScript, Rust, Go, Bash, HTML, CSS, SQL, R
Technologies| Linux, React, Node, Bootstrap, JUnit, REST APIs, NumPy, PostgreSQL, MySQL, MongoDB, Ollama
Developer Tools| Git, GitHub, Gitlab, Docker, Jenkins, Agile, CI/CD, Unit Tests