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

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 — May 2024 – Aug 2024
ICR, Inc. — Louisville, CO

- Designed a Request for Information (RFI) web application for a gov. client using **React** and **TypeScript**; developed a feature using **Ollama** and ICR's LLM to expedite RFI completion and response selection.
- Enhanced data querying efficiency by leveraging caching and query keys with **TanStack**, created RFI data visualizations using **Elasticsearch** with **Recharts**, and integrated linting and testing into CI/CD pipelines.

Software Engineer Intern — May 2023 – Apr 2024
Datava — Westminster, CO

- Built an API, documented using **Swagger**, to process, sanitize, and translate user input into **PostgreSQL** queries using **PHP** and PHP Data Objects to cater to the needs of credit unions throughout the Western United States.
- Oversaw the creation of new front-end components using **JavaScript** to support features exclusive to PostgreSQL, enhancing the functionality of the query browser interface.

Teaching Assistant — Dec 2021 – Dec 2023
Colorado School of Mines — Golden, CO

- Managed over 300 introductory computer science students over four semesters; hosted weekly office hours and taught **Python**, software basics, and programming concepts, such as data types, functions, and recursion.

Research

Research Assistant — Oct 2022 – Mar 2023
Mines Interactive Robotics Research — Golden, CO

- 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 — 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 — 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 — 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 — 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.

Skills

Languages: Python, C, C++, Rust, Bash, SQL, Java, HTML/CSS, TypeScript, PHP, OCaml, Go, R
Technologies: React, Node.js, JUnit, NumPy, PostgreSQL, MySQL, MongoDB, Ollama, Swagger, MUI, TanStack
Tools: Git, Linux, Wireshark, Docker, Jenkins, CI/CD, Unit Testing, UML, Jira, Microprocessors, Microcontrollers