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# KEENAN ZUCKER

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## EXPERIENCE

### Microsoft Software Engineer Intern

Redmond WA | May 2017 - Aug 2017

Led research and development of a “Scrubot” for Microsoft Teams platform. Bot runs asynchronous standup meetings to facilitate agile process, especially for remote members. Written in Node.js using the Botbuilder SDK, connected to Azure, and deployed internally.

### Onshape Software Engineer Intern

Cambridge MA | May 2016 - Aug 2016

Part of UI team developing front end code of browser & cloud based 3D CAD startup. Agile company ships at the end of three week sprints. Projects included writing custom tooltip tour feature configurable by admin user and collecting metrics for A/B testing for Onshape onboarding. Worked primarily in Angular.js framework.

### NVIDIA Performance Analyst Intern

Santa Clara CA | May 2015 - Aug 2015

Worked in the Performance Lab in the Notebook sector. Tested, debugged, and wrote automation code in Perl to investigate GPU performance on multitude of platforms and operating systems. Spearheaded platform and competitor comparisons and baselines.

### Freelance Graphic Designer

Needham MA | Aug 2015 - present

Work includes logo design, branding, visual identities and well as consulting. Teach free classes about Illustrator and InDesign to Olin students.

## EDUCATION

### Olin College of Engineering

B.S. in Engineering with Concentration in Human Centered Computing | May 2018

## SKILLS & SOFTWARE

**PROGRAMMING:** Javascript, Python, HTML & CSS, React.js, Node.js, Angular.js, JQuery, Linux, Git

**SOFTWARE:** Illustrator, InDesign, Invision, Flash, LaTeX, Onshape, SolidWorks

**INTERESTS:** Longboard Building/Riding, Backpacking, Soccer, Basketball, Volleyball, Improv Comedy

## PROJECTS & ACTIVITIES

### Audius78

Needham MA | Mar 2016 - present

Final project of full-stack Javascript development class; created collaborative music editing software. Users could cut, move, fade, splice, upload/download tracks which would update all users via web sockets. Utilized material design front end and React.js.

### Olin Baja

Needham MA | Aug 2014 - present

Help design and build off-road MiniBaja vehicle to compete in national SAE competitions. Completely student-run team as well as team welder, website contributor, and designer. Lead full visual identity overhaul including logo, colors, poster/slide templates, t-shirts, and marketing material.

### Adaptech

Needham MA | Jan - May 2016

Final project for User Oriented Collaborative Design class in which five person team worked interviewing and investigating user group of sled hockey coaches. Led co-design sessions with users. Final deliverable included design for sensor-enabled shoulder pads with connected app for coaches to track player performance, safety, and teamwork.

### Stay Late and Create (SLAC)

Needham MA | Aug 2014 - present

Member of leadership team to organize student-run club. SLAC creates the space and environment to foster Olin's project-based culture. Through teaching, learning, and the exploration of new areas, students broaden their skill-sets, perspectives, and sense of community. Holds hackathons and weekly meetings.

### Leify: A Spontaneous Travel Application

Needham MA | Sep - Dec 2016

Final project for Human Factors and Interface Design class. Went through formal design and user testing product phases, including UI sketches/mockups, paper prototypes, and Figma & Invision prototypes. App idea was for a spontaneous traveler with a free day in a city, planning and reviewing their activities and transportation in an intuitive and quick manor.

### #Hashtag Gloves

South Hadley MA | Nov 2014

Participated in Major League Hacking sponsored event called HackHolyoke Fall. Won 3rd place out of ~50 teams. Designed gloves with voice recognition integration that 'tweeted' the recognized words after user makes 'hashtag' motion on gloves. Articles featured on today.com, DailyDot, Gizmodo, KGW news, and more. Worked in Python on Twitter integration.