Dallas, Texas 305-814-8759 keith1015@gmail.com

Keith Armstrong

keitharm.me github.com/keitharm linkedin.com/in/keitharm

Technical Skills

Strong: Node.js/Javascript • C/C++ • Linux • Git • PHP • SQL/NoSQL • HTML/CSS

Experienced: Java · React · Angular · Socket.io · Redis · Pen Testing

Projects

RandomAPI | Full-Stack Developer and Server Administrator | randomapi.com

Fully customizable random data generator for mockups and testing

- · Designed front-end using EJS templates for dynamic content and Skeleton CSS for styling
- Implemented Redis for caching frequently used lists and code snippets
- Developed isolated, sandboxed generators that execute untrusted API code in a secure environment

Random User Generator | Back-end Developer and Server Administrator | randomuser.me

Web service that provides developers with random user data for mockups and testing

- Designed RESTful API backend using Node.js / Express for generating and serving random data
- Leveraged the uifaces.com API for profile pictures to go along with the user data
- Deployed Ubuntu server with Nginx to handle numerous concurrent requests in a limited RAM environment
- Developed Photoshop Extension that allows easy insertion of profile pictures as layers into PS documents

Deadbird | Full-Stack Developer and Server Administrator | keitharm.me/project/deadbird

Web service that tracks Twitter users and saves their deleted tweets

- Reached #37 of /r/all on Reddit (https://goo.gl/5nShPE) with 11.8k upvotes and 57k visitors on launch day
- Scrapped individual Twitter account pages using Request and Cheerio to fetch new tweets and replies
- Implemented caching system that handled 750 concurrent users in a limited resource environment

Husky Engine | Full-Stack Developer | github.com/HuskyEngine

2D browser-based game engine powered by HTML5 Canvas, Node.js, and WebRTC

- Implemented game server and web server using Node.js / Express
- Integrated WebRTC for real-time, low-latency communication between connected clients and the game server
- · Leveraged HTML5 Canvas for rendering visuals such as maps and entities in a web browser

Professional Experience

Parago, Inc. | Dallas, Texas | Quality Assurance Intern

Developed incentives and rewards program website for client

- · Discovered and helped fix website vulnerabilities that exposed and allowed edits to confidential user data
- Wrote user stories in Team Foundation Service describing workflows for developers to implement
- · Designed standard (welcome, password reset, etc.) email templates for use with Umbraco CMS on client website

Education

University of North Texas | Computer Science, Information Technology
Hack Reactor | Advanced Software Engineering Immersive Program
Texas A&M University | Computer Science

2012-2013, 2015-2017 2015 2013-2014

2013

Notable Accomplishments

Texas A&M Coding Gig Hackathon | Team won 1st place **UNT Campus 2.0 Hackathon** | Participant