

# Kennen DeRenard

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## Education

### BACHELOR'S IN SCIENCE | JUNE 2019 | UC RIVERSIDE

- Major: Computer Science
- 4.0 Overall GPA
- Participating in ACM (Association for Computing Machinery) and Pep Band
- Major courses completed or in progress: C++ Programming, Machine Organization and Assembly Language Programming, Discrete Structures, Data Structures and Algorithms, Software Construction, Operating Systems, Digital Design, Automata and Formal Languages, Systems Administration, and Virtual Reality.

### DIPLOMA | 5-25-16 | RIVERSIDE PREP HIGH SCHOOL

- Valedictorian at 16 years old
- Founded and was president of the computer science club
- Drumline Captain and Principal Percussionist

## Experience and Projects

### SDE INTERN | AMAZON | 6/18-9/18

- I worked as a Software Development Engineer Intern on the Prime Video mixed reality team during the summer of 2018. I used internal technologies, as well as C# and Unity. I improved my skills with Git, and applied agile methodologies. I successfully built my project and integrated it into my team's product.

### SI LEADER AND MENTOR | UCR ACADEMIC RESOURCE CENTER | 9/20-CURRENT

- I work as a Supplemental Instruction Leader for computer science at UCR. This job entails teaching an extra, ungraded class for historically difficult, lower division computer science courses. I also supervise fellow SI Leaders as a mentor, and help them be the best teachers to their students.

### HLSPredict: Cross Platform Performance Prediction for FPGA High-Level Synthesis

- This paper was accepted into ICCAD 2018. This research topic focused on the speedup and prediction of FPGA performance, and my role was collecting all of the baseline data from the CPU. I wrote python scripts to run CPU workloads (Polybench 4.1) and generate csv files, and integrated the Likwid Marker API in each workload to collect the counters.

### CITRUS HACK 2016

- I participated in the Citrus Hack hackathon at UC Riverside. During this, our team crafted a prototype of an application that allows for secure voting. We used tools such as Android Studio and Firebase, as well as languages such as XML and Java. I never had much experience with these, but by the end of the 36 hour event, I had learned the skills necessary to make my own applications.

### GAMESTATION: SOFTWARE AND HARDWARE

- During the foundational year of my high school computer science club, we created individual game stations that had the ability to be programmed with games or other software. It required experience with soldering, for every component (resistors, capacitors, monitor, speaker, etc) had to be soldered on to the empty circuit board. After the hardware portion was completed, we programmed a few games for it in Python and uploaded them to the device.

## Skills & Abilities

### PROGRAMMING

- I have a proficient ability to program in many languages, including C++, Python, and C#, and am familiar with Java and JavaScript. I am working on obtaining certifications for these languages, and I also have the adaptability to learn other programming languages that would be necessary. I also use frameworks such as Android Studio, Unity, Unreal Engine, and operating systems consisting of Windows, Ubuntu, Mac, and Red Hat.