KENNEN DERENARD SOFTWARE ENGINEER

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EDUCATION

University of California, Riverside Sept. 2016 - June 2019
BS in Computer Science 2019
4.0 Overall GPA, Summa Cum Laude

EMPLOYMENT

Amazon, *Software Development Engineer II*, Santa Monica, CA Oct. 2020 - Current
I currently work as a Software Dev Engineer II on the Prime Video Mixed Reality team. I've continued to create new components of the Prime Video VR application, as well as apply agile methodology and lead our team's meetings as Scrum Master. Additionally, I have also started to design projects that span across the Prime Video and Amazon Studios organizations, thinking big about how I can influence the company's future in technology and entertainment.

Software Dev Engineer I, Santa Monica, CA Oct. 2019 - Oct. 2020
As an SDE I on the Prime Video Mixed Reality team, I used my skills in algorithms, data structures, and system design to implement new features for the Prime Video VR application and optimize its backend services. Furthermore, I designed key infrastructure and built support for immersive detail page experiences on the Prime Video Mobile Android application, which have been served to millions of customers. I raised the bar, and my high performance led to my promotion to SDE II within a year.

SDE Intern, Santa Monica, CA June 2018 - Sept. 2018
I worked as a Software Development Engineer Intern on the Prime Video mixed reality team during the summer of 2018. With my first project, I designed and implemented voice search functionality across the Prime Video VR application, a standout feature highlighted in the application's release. I completed this project ahead of time, and built search suggestions that assist with the keyboard input experience in VR, a common customer pain point. Both projects gave me essential software development skills that I've continued to apply today.

UCR Academic Resource Center, *SI Leader and Mentor*, Riverside, CA Sept. 2017 - June 2019
I worked as a Supplemental Instruction Leader for computer science at UCR. This job entailed teaching an extra, ungraded class for historically difficult, lower division computer science courses. I also supervised fellow SI Leaders as a mentor, and help them be the best teachers to their students.

PROJECTS

Fake Block 2019
My team and I built this project during Citrus Hack 2019, and it won 1st Place Overall, Best Entrepreneurial Hack, and Best Use of Google Cloud Platform. We utilized a mob programming methodology, so I worked on and gained experience with all portions of the project. I learned how to create a functioning Chrome extension with a python flask server on Google Compute Engine that used Google Memory Store caching and ran our machine learning classifier. Overall, I was able to apply knowledge from machine learning, web development, natural language processing, and cloud computing.

HLSPredict: Cross Platform Performance Prediction for FPGA High-Level Synthesis 2018
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 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

PROGRAMMING LANGUAGES: C++ (Proficient), Python (Proficient), C# (Proficient), Java (Learning)
FRAMEWORKS AND OPERATING SYSTEMS: Android Studio, Unity, Windows, Linux (Red Hat and Ubuntu)

ACTIVITIES

ACM, IEEE, Cyber@UCR, and Pep Band