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

EMPLOYMENT

Amazon, *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. 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.

UCR Academic Resource Center, *SI Leader and Mentor*, Riverside, CA Sept. 2017 - 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.

PROJECTS

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