

# KENNEN DERENARD

# SOFTWARE ENGINEER

✉ kennend00@gmail.com 🌐 kennend.com ☎ 760-486-4936 📍 Los Angeles, CA in linkedin.com/in/kennen00 📄 kennend00

## EDUCATION

### University of California, Riverside

BS in Computer Science 2019

4.0 Overall GPA, Summa Cum Laude

Sept. 2016 - June 2019

## EMPLOYMENT

### Amazon, Software Dev Engineer II, Culver City, CA

Oct. 2020 - Current

- Took initiative to be the technical owner of prototyping a new product idea and presented to VPs and directors within Prime Video and Amazon Studios, leading to positive feedback from all stakeholders.
- Currently working as a technical lead for a confidential Amazon Studios AI initiative, funded by executives at the highest levels of the company. This project has engineering influence spanning across science teams in multiple Amazon organizations (i.e. AWS, Alexa).
- Helped define initial product requirements, providing an opportunity to gain valuable business insight and product management experience.
- Developed a technical strategy for the project, including designing a foundational service that enables research teams to access multiple petabytes of training data.
- Took responsibility to write critical path code for systems I designed, and distributed work to force multiply through my team.
- Expanded my horizons as a security certifier, defining the security and monitoring approach for our product and security testing other teams' products.

### Software Dev Engineer I, Santa Monica, CA

Oct. 2019 - Oct. 2020

- Worked on Prime Video Mixed Reality, implementing new features for the Prime Video VR application and acting as Scrum Master for the team.
- Performed a full scale backend migration from an internal language to JavaScript, enabling faster development and an early release to customers in 180+ countries.
- Took ownership of the PVVR client's video player, improving video quality and adding support for more content types.
- Built core client features for downloading of video titles for offline viewing, enabling PVVR to be the first major video streaming application on Oculus with this feature.
- Designed key backend infrastructure and built frontend client support for immersive detail page experiences on the Prime Video Mobile Android application, which have been served to millions of customers.
- Raised the bar, and high performance led to promotion to SDE II within a year.

### SDE Intern, Santa Monica, CA

June 2018 - Sept. 2018

- Worked as a Software Development Engineer Intern on the Prime Video Mixed Reality team during the summer of 2018.
- Main project involved designing and implementing voice search functionality across the PVVR application, a standout feature highlighted in the application's release.
- Completed the initial project early, and took ownership of an additional one to build search suggestions that improve the UX in VR, a common customer pain point.

### UCR Academic Resource Center, SI Leader and Mentor, Riverside, CA

Sept. 2017 - June 2019

- Worked as a Supplemental Instruction Leader for the Academic Resource Center at UCR.
- Job entailed teaching an extra, ungraded class for historically difficult computer science courses. These classes included: CS fundamentals, Machine Organization and Assembly Language Programming, and Data Structures and Algorithms.
- Supervised fellow SI Leaders, including a team of 10 CS instructors. Facilitated improvements to class interaction and learning, focusing on streamlining curriculum.

## PROJECTS

### Fake Block

2019

- Worked with a team of 3 during Citrus Hack 2019 to build a project focusing on detecting and removing spam / ad tweets from a customer's Twitter feed.
- Utilized a mob programming methodology to gain experience working through all portions of the product.
- Created a fully functioning Chrome extension, with infrastructure implemented through a python flask server running on Google Compute Engine.
- Made time optimizations by using Google Memory Store caching, and accuracy improvements by comparing multiple machine learning classifier and NLP methods.
- Project won 1st Place Overall, Best Entrepreneurial Hack, and Best Use of Google Cloud Platform.

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

2018

- Performed research focused on the speedup and prediction of FPGA performance, with a responsibility to obtain all of the baseline data from the CPU.
- Wrote python scripts to obtain results from Polybench 4.1 CPU workloads; integrated the C++ Likwid Marker API in each workload to collect performance counters.
- Research paper was accepted into the 2018 International Conference On Computer Aided Design.

## SKILLS

**PROGRAMMING LANGUAGES:** C++ (Proficient), Python (Proficient), C# (Proficient), Java (Proficient), Kotlin (Learning)

**FRAMEWORKS AND OPERATING SYSTEMS:** Android Studio, Unity, Windows, Linux (Red Hat and Ubuntu)

**CERTIFICATIONS:** AWS Certified Developer Associate

## ACTIVITIES

Television Academy, Amazon Aspiring Bar Raisers in Training, ACM, IEEE, Cyber@UCR, and Pep Band