

Kenneth Sinder

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Technical Summary

Languages: Python, Ruby, JavaScript, C#, PHP, HTML, C++, C, TypeScript, Java, Scala, OCaml, Assembly.

Web Technologies: Laravel, Flask, React, ASP.NET MVC, Django, Angular, Vue, Ember.js, jQuery, CSS.

Experience

Systems and Infrastructure Engineer Intern, LinkedIn (Sunnyvale, CA) September – December 2019

- Designed API for storing metadata for third-party → LinkedIn HDFS big data ingestion (Java/Play).
- Created customizable web UI (Ember.js) internal tool for collecting Q&A answers and metadata.
 - Reduced time to onboard new high-business-value data integrations from months to days.

Engineering Intern, Stripe (San Francisco, CA) January – April 2019

- Implemented API and web dashboard changes to support representing different sales tax rates on invoices in Stripe Billing for improved EU compliance and global user adoption.
- Designed, planned, and developed system for performing automatic sales tax rate lookup for invoices (Ruby, MongoDB, React/ES6/JSX).
- Shipped PRs to improve developer UX of Stripe's deploy system and React UI library.

Software Engineering Intern, Wish (San Francisco, CA) May – August 2018

- Planned, implemented, and shipped experimental features for large-scale payments system generating millions of dollars in recurring revenue and shaping the direction of future experiments.
- Architected and wrote Python, Java (Android), JavaScript code to integrate identity verification API.

Full-Stack Software Developer, Hootsuite (Vancouver, Canada) September – December 2017

- Scoped and implemented major full-stack features in popular employee advocacy app.
 - Shipped Facebook video support & social network token re-auth for improved UX.
- Wrote and maintained Python, JavaScript (AngularJS & Ionic), HTML, CSS for hybrid mobile app.

Software Developer, Tangam Systems (Waterloo, Canada) January – April 2017

- Implemented high-value features for casino yield management software under Kanban process.
- Developed Team Performance dashboard in C#, Angular; feature deployed to dozens of casinos.
- Designed custom language for annotating core algorithm code, developed parser in C#.

Software Developer, CANARIE (Ottawa, Canada) May – August 2016

- Architected and developed system for storing, monitoring, and displaying network traffic data.
- Constructed web-based network charts and reports using Django (Python), Angular, NVD3.
- Wrote and maintained back-end PHP, Python code; configured Linux NoSQL data store (OpenTSDB).

Education

Bachelor of Software Engineering (BSE), University of Waterloo, Canada 2015 – 2020

- Attained Dean's Honours List every term for consistently maintaining average in top 10%.
- Learned C, C++, Scala, OCaml, and some assembly (MIPS/ARM) in regular and enriched courses.