Keegan Papakipos

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Objective: New grad mobile & web engineer seeking a full-time position anywhere on the stack.

Languages: Swift, Javascript, C, C++, Python, Java, Scala, Arduino, HTML, SQL, Ruby

Frameworks: React (Native), Flask, Django, Tensorflow, Numpy, Pandas, sklearn, Jest, Yum

Applications: Git, Git Flow, Xcode, Visual Studio Code, Visual Studio, Photoshop

Skills: Debugging applications, algorithmic thinking, self-directed learning, creative problem solving, unit testing, integration testing, technical presentations.

Experience

Rex: Software Engineer Intern; Redwood City, CA   June to September 2020

Jumped between teams, primarily frontend, helping out on a variety of projects.

- Joined the web development team to work on parts of the main website frontend.
- Created a Flask service to generate and return the website's current sitemap.
- Created and gave 3 presentations on technical information, eg an introduction to React Hooks.

Rex: Software Engineer Intern; Redwood City, CA   June to September 2019

Worked on the Research & Development team at this real estate company, building consumer-facing mobile app using React Native.

- Worked on a small team to develop many mobile app screens for Android and iOS.
- Collaborated with UI designer to design screens when he asked for my help.
- Built login system which persists using AsyncStorage, made up of multiple screens.
- Used Jira extensively- to file bug reports, find new tasks to do, and discuss pull requests.

Kashin, Inc: Co-founder, iOS Developer; Sunnyvale, CA   Jan 2016 to Jan 2017

Single-handedly designed and built an iOS international remittance app in Swift.

- Implemented networking code to connect the app to a back-end server, using both unencrypted UDP and encrypted TCP connections.
- Integrated iOS Contacts library to allow users to invite their friends to sign up.
- Experimented with CocoaPods libraries to solve various problems, including a messaging system for users to communicate with each other.

Pied Piper Robotics: Co-founder, iOS Developer; Portola Valley, CA   Jan to Oct 2015

Single-handedly designed and built an iOS app in Swift to control a home companion & security robot.

- Implemented a live streaming map of the house interior and location of the robot.
- Used Swift's Core Graphics library to sharpen and composite map images.
- Built frontend and networking layers to show user a live video stream from the robot's camera.

Education

Santa Clara University: Fall 2018-Spring 2020, B.S. in Computer Science, *cum laude*, GPA 3.63

De Anza Community College: Fall 2017-Summer 2018, Computer Science for Transfer, GPA 3.87

University of California Santa Barbara: 2012-2014, Biology