Logan Keener

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EDUCATION

University of British Columbia — Average: 80.4%
Bachelor of Arts in Computer Science, Minor in Mathematics — *Sep. 2021 – Dec. 2024*

TECHNICAL SKILLS

Languages: Python, Java, HTML5, CSS, JavaScript, TypeScript, C, C++, C#, SQL
Frameworks: React, Node.js, Flask, JUnit, WordPress, OpenGL
Developer Tools: Git, AWS, Visual Studio Code, PyCharm, IntelliJ, GDB, LLDB

EXPERIENCE

Digital Content Creator — Sep. 2023 – Present
A.R.T. Justice Digital Literacy Project

- Helping to provide informational tools on modern technology for people who have lived/living experience of incarceration.
- Using Vitepress to create a static site so content can be accessed offline.
- Performing independent research on different technological tools and organizing information into step-by-step guides with a focus on accessibility of both information and interface design.

Teaching Assistant — Sep. 2023 – Present
Kumon

- Providing instruction and support to students learning many levels of Math and English.
- Grading papers and providing clear feedback to students and their parents to track learning development.
- Assisting with organization of many different simultaneous learning sessions.

Shift Leader — Feb. 2023 – Present
UBC Agora Cafe

- Working with a group of other volunteers performing tasks such as dishwashing, serving, and cleanup, helping to provide affordable meals to low-income students at UBC.
- Assessing the workflow, prioritizing and delegating tasks to optimize efficiency.
- Open weekly communications with the HR Manager and the exec team to ensure smooth operation.

Junior Program Officer — Sep. – Dec.2023
Canadian Food Inspection Agency

- Created interactive dashboards and industry engagement trackers for more effective project management utilizing MS Sharepoint Online and PowerBI.
- Updating, validating and managing information in databases and documents to ensure consistency and navigability of data.
- Visualizing process flows to outline business requirements and facilitate planning for system digitization.

Community Engagement Assistant — May – Aug. 2023
Big Sisters BC Lower Mainland

- Supporting community engagement by maintaining and improving web presence by creating content for nonprofit donors and volunteers.
- Creating interactive and detailed components in JavaScript that allow users to learn more about programs on the Big Sisters BC website.
- Working with HTML and CSS to maintain and improve the organization's Wordpress website.
- Collaborating across multiple departments using Microsoft Suite tools for planning marketing initiatives and fundraising events.

Student Researcher

Nov. 2022 – Mar. 2023

UBC Undergraduate Research Experience Program

- Worked with three others under a mentor from the UBC Experimental Linguistics lab to create an evaluation of a Text-To-Speech system for Ojibwe, using an eye-tracking system to measure pupillometry.
- Gained familiarity with research methodologies by performing literature reviews and learning about different experimental procedures and data analysis standards.
- Presented a study proposal and its relevance with the team at the UBC MURC (Multidisciplinary Undergraduate Research Conference).

Volunteer Officer

June 2022 – May 2023

UBC Computer Science Students Society

- Organizing recreational events with the UBC CSSS social department for undergraduate students.
- Providing support to attendees by answering questions and addressing concerns about events.
- Collaborating with other volunteer officers to help plan and execute department-wide opportunities such as workshops and seminars for students.

PROJECTS

Platformer Video Game | *Unity 2D Engine, C#*   Aug. 2024 – Present

- Developing a 5-level video game to publish on Steam by the end of October 2024.
- Using object-oriented design principles to organize different component types and their interactions.
- Implementing path-finding algorithms for more realistic enemy AI.

Song Popularity Predictor Application | *Flask, Python, Pandas, SciKit, SQLite3*   Dec. 2022 – Jan. 2023

- Created a predictive model for song popularity using a Random Forest Regression model in Python.
- Designed and created a Flask app to demonstrate the predictive model with ability to search for any song with the Tekore Python library, which connects to the Spotify database and allows the user to view the actual popularity of the song compared to the predictive model.
- Created an SQLite3 backend to display previously made predictions to the user.

Social Media Admin Interface | *JavaScript, TypeScript, Express.js, React.js, MySQL*   May – June 2023

- Worked with one other teammate utilizing Agile methodologies to create a basic relational database reflecting a social media administration system and connected interface through which a user could perform various queries.
- Began by outlining an ER Diagram and relational schema for the database and built a SQL initialization script to reflect the design.
- Created interactive components with React.js to take user input for different values of a query.
- Connected various types of SQL queries from the frontend to the database with Express routing to REST API interactions.

AWARDS

UBC Trek Scholarship (2022): awarded to the top 5% of all undergraduate students
Simon's Rock Merit Scholarship (2020): awarded for academic excellence
W.E.B. DuBois Scholarship (2020): awarded to students of color with strong academic achievement