

Rob Keimig

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<https://github.com/robkeimig>

Technology generalist seeking challenging opportunities across related domains. Excels with autonomy and leadership roles. Desires to work on complex integration and challenging analytical tasks that combine several systems and technologies. Confident communicator, capable of effectively engaging with customers, vendors, investors and other stakeholders.

Skills: Systems Integration, Full-stack Development, Data Science & ETL, Search, AI / ML

Languages: C#/.NET, Python, JavaScript, CSS, HTML, SQL (*T-SQL & PL/SQL*)

Tools: Git, GitHub, Visual Studio, SSMS, Azure, AWS, Unity

Education: University of Houston Clear Lake – B.S. Computer Systems Engineering (2009)

Pinnacle Financial Strategies – *Leander, TX*

Jul 2024 - Current

Integrated a back-office banking product with Jack Henry's ODI file interface. Continuing to integrate with additional bank core technologies as customer interest develops.

Zelus Automation Platform, LLC – *Houston, TX*

Sep 2014 – Jun 2024

Chief architect of a front-office banking product that streamlines customer & account onboarding. Developed deep integrations with Jack Henry's jXchange core interface, FIS, Deluxe, forms vendors and others.

Discover – *Houston, TX*

Jan 2014 – Oct 2014

Supported daily operations of the Pulse payment network.

Edge of Reality – *Austin, TX*

Jun 2013 – Jan 2014

Worked as a tools & web developer. Assisted other talented staff at the studio.

Samsung Austin Semiconductor – *Austin, TX*

Dec 2009 – Jun 2013

Worked as a Systems Engineer, responsible for supporting the primary user interface that is utilized in the manufacturing environment.

Projects

Non-traditional AI/ML techniques involving evolutionary algorithms and genetic programming of universal Turing machines. The primary goal is to develop efficient seq2seq-style models which can be trained & inferred on broadly available CPU technology rather than specialized GPU farms.

Development of a multiplayer game in Unity which intends to replicate and build upon the experience found in some popular StarCraft 2 arcade maps (Nexus Wars, MOBA-style, Tower Defense, etc.).