Keenan Thompson

Phone by Request
keenan@keenant.com
keenant.com

Education

University of Wisconsin - Madison
B.S., Computer Science
Expected Graduation, May 2019
GPA: 3.10

Tech Skills

Proficient in:

Java, Javascript, HTML/CSS, Python, Ruby, SQL, Bash, Git,

Experience with:

PHP, C, C++, Android SDK, Android NDK, Apache, Nginx, Game Dev (LibGDX, Unity)

Courses

Programming

Intro to Computer Engineering

Data Structures and Algorithms

Machine Organization and Programming

Programming Languages and Compilers (Current)

Theory / Other

Discrete Mathematics

Linear Algebra

Calculus I & II

Interests

Server Software

Full Stack Web Development

Programming Languages

Mobile Development

Work Experience

JRiver, Inc.
2015 - Present
Minneapolis, MN

Developer

Resolved bugs and designed new features in JRiver's flagship media player and organization software (C, C++).

Design and creation of a home automation backend and frontend (Python, HTML5/CSS, Javascript).

The Avicus Network
2012 - Present
Afton, MN

Owner & Developer

Created a multiplayer Minecraft server by developing game plugins (Java, SQL, Python).

Developed custom content management systems and forums software (Ruby, SQL, PHP).

Scaled the community website (see below) to handle 1M page views per month and the game server to handle 100k players per week.

Management of a team of developers all contributing to a code base of more than 100k lines.

Projects

Quest   github.com/thekeenant/quest-v2

A Java library used to communicate with SQL databases. Object-oriented and inspired by Ruby on Rails' Activerecord.

Avicus Network Website   avicus.net

The community website for The Avicus Network. Built with Ruby on Rails, the website has many different components: user registration, profiles, leaderboards, forums, tournament management and more.

Hackathons   Participation in Minnehack 2016, Madison Startup Hackathon, Local Hack Day 2016 and Madhacks 2017. These have been opportunities for me to collaborate and learn new libraries and languages.