Keenan Thompson

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github.com/thekeenant
Afton, Minnesota

Work History

JRiver, Inc. *jriver.com*
Software Developer

2015 - Present
Summers (Jun-Aug)

- Handled bug reports and assisted with the implementation of new features in JRiver's flagship media player and organization software (C, C++)
- Took part in the design and creation of a home automation application and web interface using a Python backend and dynamic frontend components.

Avicus Network *avicus.net*
Owner and Developer

2011 - Present

- Started in 2011 while I was in junior high school.
- Created a unique multiplayer Minecraft experience using game plugins.
- Developed custom website content management systems and forums software
- Utilized Java, Ruby, SQL, Redis, Python, continuous integration and more technologies.
- Scaled to handle 1M page views per month and nearly 3,000 users playing on the gaming server at a time.

Education

Computer Science, B.S. (In Progress)
University of Wisconsin – Madison

2015 - 2019

- Courses in Java programming, data structures, computer engineering, discrete mathematics and machine organization (in addition to general requirements).
- Member of a computer science club known as the Hub and a Computer Science project club, The UPL.
- Participated in several hackathons inside and outside of Madison including Minnehack, a startup hackathon, and Local Hack Day.

Technical Skills

Level	Languages	Technologies
Beginner	C*, C++	NoSQL (MongoDB), Node.js, Redis, Android
Intermediate	Javascript, Python, PHP, Ruby	Bash*, Git, Subversion, Apache HTTP, Vim, Jenkins, Maven
Advanced	Java*	Unix*, SQL

* Acquired at least partially through formal education.