

# Kynan Rilee

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**(please visit [ublubu.github.io](http://ublubu.github.io))**

## Education

- Princeton University – Computer Science BSE 2012, magna cum laude (3.71)

## Experience

- Consultant  
LeapYear.io  
Nov 2015 – Dec 2015

Wrote a streaming database interface and blocked streaming join and converted an in-memory differentially private machine learning algorithm to use streaming. (Haskell)

- Software Development Engineer  
Yahoo  
Feb 2014 – Mar 2015

Node.js and client-side frontend work using React.js and Flux for the Digital Magazines platform. Functional programming advocate. (JavaScript)

- Software Development Engineer  
Microsoft, Ericsson  
June 2012 – Sept 2013 (acquisition) – Jan 2014

Set up a Windows Azure and Hadoop/Hive/Oozie-based big data platform and created a configurable system for reporting and recommendations. (C#, Hive)

- Software Development Engineer Intern  
Microsoft  
June 2011 – August 2011

Co-created the Tile Puzzle app in HTML5 and JavaScript for Windows 8 developer preview

## Projects

- Working toward best practices for Haskell web frontends ([github.com/ublubu/webapp-reflex](http://github.com/ublubu/webapp-reflex))
- Constraint-based 2D physics engine in Haskell ([github.com/ublubu/shapes](http://github.com/ublubu/shapes))
- Tile-based puzzle game in Haskell ([github.com/ublubu/tile-rider](http://github.com/ublubu/tile-rider))
- More in progress at [ublubu.github.io](http://ublubu.github.io)

## Current Languages

- Haskell, JavaScript