

Jeffrey Vales Kennedy
jeffrey.vales.kennedy@west.cmu.edu • (857) 540-1579 • San Mateo, CA
github.com/valesken • [linkedin.com/in/jeffvaleskennedy](https://www.linkedin.com/in/jeffvaleskennedy) • valesken.github.io

Summary of Qualifications

Passionate Software Engineer with experience in Mobile and Backend development.

Top Languages: Java, Python, JavaScript, C#

Frameworks & Technologies: Android SDK, Junit, Mockito, Pytest, NodeJS, .NET, Git

Education

Carnegie Mellon University (3.78/4.0) MS Software Engineering Member of the Eta Kappa Nu Honor Society	Mountain View, CA Sept 2015 - Dec 2016
Boston University (3.88/4.0) Post-Baccalaureate in Computer Engineering	Boston, MA June 2013 - May 2015
University of Toronto (3.33/4.0) Graduated Cum Laude Honors BA in English and Philosophy	Toronto, ON, Canada May 2011

Experience

Amazon Web Services SDE Intern	Seattle, WA Jun - Aug 2015
<ul style="list-style-type: none">• Built a rollback utility for routers and switches in the AWS fleet that reduced potential blackouts from 10+ hours to 10 minutes• Created shell commands and external APIs to access the rollback utility	
Bentley Systems SDE Intern	Boston, MA Jan - May 2015
<ul style="list-style-type: none">• Constructed a user-based access control cloud service for Bentley CONNECT cloud services with a supporting RESTful API and .dll interface to Azure storage• Designed and implemented a command line application for CRUD operations on custom queries in Team Foundation Server	
Microsoft PM Intern, Application Insights	Redmond, WA May - Aug 2014
<ul style="list-style-type: none">• Planned and developed a Business Insights tool for Diagnostic Search• Managed the Diagnostic Search End-to-End user experience	

Projects

Classic Sudoku App (Android - Java, JUnit, Mockito, Hamcrest, XML, Android Studio)

- Developed an Android version of the popular game Sudoku
- Designed AI for on-the-spot game generation at user-specified difficulty levels

Survivable Social Network (NodeJS, ExpressJS, SQLite, JQuery, Bootstrap, Browserify, JUnit)

- Deployed a social network on a System-on-Chip board (Beaglebone Black) for wireless communication in emergency situations
- Mobile-first application with both GUI and RESTful interface

DropIn App (Android - Java, XML, Eclipse)

- Developed and published a location-based Android app for nonprofit BecauseWater
- Interfaced with Google Maps API and a proprietary database via a RESTful API