

**Jeffrey Vales Kennedy**  
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## Summary of Qualifications

Passionate Software Developer with solid programming, algorithm and communication skills. Experienced Backend, Full-Stack and Mobile Developer.

**Languages:** Java, Python, C#, C/C++, Javascript, JQuery, HTML, CSS, JSON, XML, SQL  
**Frameworks & Technologies:** JUnit, Pytest, .NET, NodeJS, ExpressJS, SQLite, Git, Linux

## Education

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

## Experience

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

## Projects

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

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

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

- Developed a social network deployed on a System-on-Chip board 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