

Keenan Thompson

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EXPERIENCE

JRiver Inc., Minneapolis, MN — *Developer*

June 2015 - Present (Summers, Part-time)

Designed and created a web frontend for home automation software to allow users to control connected Z-Wave devices in their homes from any device (Python w/ Flask & Tornado, HTML/CSS, JavaScript).

Designed and created a web app that interfaces with a REST API to browse and play music from a media library to the browser or a connected audio device (JavaScript w/ React + Redux, HTML/CSS) - jriver.com.

Avicus Network LLC, Afton, MN — *Founder, Co-Owner*

September 2012 - Present

Designed and created Minecraft server software (Java, SQL, Redis), website CMS and forums (Ruby, PHP, SQL, Redis), public REST API (Ruby), database models (MySQL) and various internal libraries made open source.

Scaled website to handle 1MM page views per month; game server to host over 100k players per week; and a MySQL database to over 30GB.

Managed a team of developers contributing to a codebase of more than 100k lines, and 50+ volunteer staff who moderate the community - avicus.net.

PROJECTS & ACTIVITIES

Open Source

- **Flow:** Java library for interfacing with SQL databases, featuring a fluent API that expands upon JDBC and utilizes Java 8 functional programming - github.com/thekeenant/flow.
- **DHub:** JavaScript web app and Java library for communicating from a computer to connected devices like Z-Wave enabled switches, lights, sensors and more - github.com/thekeenant/dhub.
- My other projects/open source contributions - github.com/thekeenant.

Hackathons

Competitor and recognition in several coding hackathons including Minnehack 2015, Startup Warzone 2015 (organized by Gener8tor), Local Hack Day 2015, Local Hack Day 2016, and Madhacks 2017.

Mentor

Volunteer mentor to Stillwater Area High School's robotics team since 2015. Organized the programming team with version control (Git/Github). Guided team members through web development (Ruby, HTML/CSS) and robot programming (Java).

EDUCATION

University of Wisconsin - Madison

Computer Science, B.S. Candidate

Graduating May 2019

COURSEWORK

Computer Engineering

Data Structures & Algorithms

Machine Organization and Programming

Programming Languages & Compilers

Database Design and Implementation (Fall 2017)

LANGUAGES

Proficient: Java, Ruby, HTML/CSS, JavaScript, SQL, Dart

Familiar: Python, C, C++, PHP

TOOLS & TECHNOLOGIES

Version control (Git, SVN), Redis, Websockets, React, Rails, CI (Jenkins, Travis), Maven, Gradle

INTERESTS

Backend Applications

Frontend Web Development

API Design

Mobile App Development

Language Design