

# Keenan Thompson

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## EXPERIENCE

### JRiver Inc., Minneapolis, MN — *Software Engineer*

June 2015 - Present (Summers, Part-time)

Lead the design and creation of a home automation frontend that allows users to manipulate connected devices in their home with ease (Python w/ Flask & Tornado, HTML/CSS, Javascript) - [jriver.com](http://jriver.com).

### Avicus Network LLC, Afton, MN — *Owner, Developer*

September 2012 - Present

Designed and created Minecraft server software (Java, SQL, Redis), a website content management and forums system (Ruby, PHP, SQL, Redis), a 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 small team of developers contributing to a codebase of more than 100k lines, and 50+ volunteer staff who moderate users on Avicus services - [avicus.net](http://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](https://github.com/thekeenant/flow).
- **DHub:** Java library for communicating from a computer to connected devices like Z-Wave enabled switches, lights, sensors and more - [github.com/thekeenant/dhub](https://github.com/thekeenant/dhub)
- **Kiwano:** Collection of core libraries for Dart, from caching to eventbus pub/sub messaging - [github.com/thekeenant/kiwano](https://github.com/thekeenant/kiwano).
- My other open source contributions and personal projects can be found on my Github profile - [github.com/thekeenant](https://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*

Expected May 2019

Major GPA: 3.36/4.00

## 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 with:** Python, C, C++, PHP

## TOOLS & TECHNOLOGIES

Version control (Git, SVN), Redis, Websockets, Android SDK/NDK, React, Rails, CI (Jenkins)

## INTERESTS

Backend Applications

Frontend Web Development

API Design

Mobile App Development

Language Design