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# KEENAN ZUCKER

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## EXPERIENCE

### Microsoft Software Engineer Intern

Redmond WA | May 2017 - Aug 2017

Led research and development of a “Scrubot” for Microsoft Teams platform. Bot runs asynchronous standup meetings to facilitate agile process, especially for remote members. Written in Node.js using the Botbuilder SDK. Utilized Azure Web Services, Table Storage, and Logic Apps.

### Onshape Software Engineer Intern

Cambridge MA | May 2016 - Aug 2016

Part of UI team developing front end code of browser & cloud based 3D CAD startup. Agile company ships at the end of three week sprints. Projects included writing custom tooltip tour feature configurable by admin user and collecting metrics for A/B testing for Onshape onboarding. Worked primarily in Angular.js framework.

### NVIDIA Performance Analyst Intern

Santa Clara CA | May 2015 - Aug 2015

Worked in the Performance Lab in the Notebook sector. Tested, debugged, and wrote automation code in Perl to investigate GPU performance on multitude of platforms and operating systems. Spearheaded platform and competitor comparisons and baselines.

### Freelance Graphic Designer

Needham MA | Aug 2015 - present

Work includes logo design, branding, visual identities as well as consulting. Teach free classes about Illustrator and InDesign to Olin students.

## EDUCATION

### Olin College of Engineering

B.S. in Engineering with Concentration in Human Centered Computing | May 2018 | GPA: 3.86

## SKILLS & SOFTWARE

**PROGRAMMING:** Javascript, Python, React.js, Redux, Node.js, Angular.js, JQuery, Linux, Git, HTML & CSS

**SOFTWARE:** Illustrator, InDesign, Photoshop, Invision, Figma, LaTeX, Onshape, SolidWorks

**INTERESTS:** Longboard Building/Riding, Backpacking, Soccer, Basketball, Volleyball, Improv Comedy

## PROJECTS & ACTIVITIES

### Audius78

Needham MA | Mar - Sep 2016

Final project for full-stack Javascript development class; created collaborative music editing software. Users could cut, move, fade, splice, upload/download tracks which would update all users via web sockets. Utilized Material Design front-end and React.js with Node.js backend.

### LOOK LOOK Trading Card Generator

Needham MA | Aug 2017 - present

Developed online animal trading card generator to create custom “LOOK LOOK” cards. User could set each of 10 different fields of animal trading card, (such as habitat, lifespan, etc) as well as view gallery of completed cards. Designed as part of Return Design, the Olin College design studio for non-profits. Optimized using React, Redux, Node.js, Express, MongoDB, and Ant Design front-end.

### Five Thirty Great

Needham MA | Jan - May 2016

Final project of Data Science class, part of three person team. Developed a basketball shot-predicting model using data scraped from online nba statistics websites. Using players’ shooting history and in-game statistics (such as position on court, distance to basket, defender distance), model would predict current shooting percentage for every moment in game. Used Python with frameworks such as Pandas, scikit-learn, Seaborn, & Beautiful Soup.

### Stay Late and Create (SLAC)

Needham MA | Aug 2014 - present

Member of leadership team to organize student-run organization. SLAC creates the space and environment to foster Olin’s project-based culture. Through teaching, learning, and the exploration of new areas, students broaden their skill-sets, perspectives, and sense of community. Holds hackathons and weekly meetings. Personally teach technical classes on variety of subjects, including graphic design, resume design, personal website building, and Python.

### Leify: A Spontaneous Travel Application

Needham MA | Sep - Dec 2016

Final project for Human Factors and Interface Design class. Went through formal design and user testing product phases, including UI sketches/mockups, paper prototypes, and Figma & Invision prototypes. App idea was for a spontaneous traveler with a free day in a city, planning and reviewing their activities and transportation in an intuitive and quick manor.

### #Hashtag Gloves

South Hadley MA | Nov 2014

Participated in Major League Hacking sponsored event called HackHolyoke. Won 3rd place out of ~50 teams. Designed gloves with voice recognition integration that ‘tweeted’ the recognized words after user makes ‘hashtag’ motion on gloves. Articles featured on today.com, DailyDot, Gizmodo, KGW news, and more. Worked in Python on Twitter integration.