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Keith Armstrong

Education

University of North Texas | *BA in Information Technology* | 3.78 Major / 3.59 Overall   Jan. 2016 – May 2019
Hack Reactor | *Advanced Software Engineering Immersive Program*   Aug. – Nov. 2015

Technical Skills

Languages: Node.js/Javascript • C/C++ • SQL/NoSQL • Java • PHP • HTML/CSS
Technologies: Git • Express • React • Angular • Socket.io • Redis

Professional Experience

EzLynx | Lewisville, Texas | Software Developer Intern   May 2018 - Jan. 2019
EzLynx is a "One Platform" Agency Management System (AMS) SaaS for insurance agencies
• Developed convenient document preview system for attachments and the document library
• Optimized gulp script to lint and build Sales Center Angular app for TeamCity CI
• Implemented new note saving feature for lengthy notes in Workspace in C#
• Ported sections of the front-end codebase from Javascript to Typescript

RandomAPI | randomapi.com | Carrollton, Texas | Founder   Apr. 2016 - Present
Fully customizable random data generator for mockups and testing
• Designed front-end using EJS templates for dynamic content and Skeleton CSS for styling
• Implemented Redis for caching frequently used lists and code snippets
• Architected isolated, sandboxed generators that execute untrusted API code in a secure environment

Projects

Random User Generator | randomuser.me   Feb. 2016 - Present
Web service that provides developers with random user data for mockups and testing
• Designed RESTful API backend using Node.js / Express for generating and serving random data
• Leveraged the uifaces.com API for profile pictures to go along with the user data
• Deployed Ubuntu server with Nginx to handle numerous concurrent requests in a limited RAM environment
• Receives 1 million unique visitors per week and generates roughly 20 million users per day

Deadbird | keitharm.me/project/deadbird   Nov. 2016 - Feb. 2017
Web service that tracks Twitter users and saves their deleted tweets
• Scraped individual Twitter account pages using Request and Cheerio to fetch new tweets and replies
• Implemented caching system that handled 750 concurrent users in a limited resource environment
• Reached #37 of /r/all on Reddit (https://goo.gl/5nShPE) with 11.8k upvotes and 57k visitors on launch day

Husky Engine | github.com/HuskyEngine   Jul. 2017 - Present
2D browser-based game engine powered by HTML5 Canvas, Node.js, and WebRTC
• Implemented game server and web server using Socket.io and Node.js / Express
• Integrated WebRTC for real-time, low-latency communication between clients and the game server
• Leveraged HTML5 Canvas for rendering visuals such as maps and entities in a web browser

Personal

Outside of work, I am a PC gaming enthusiast and an avid photographer. When I'm not gaming, you'll most likely find me at a tech meetup or working on one of my many hobby projects, like Husky Engine.