

Dallas, Texas
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Keith Armstrong

keitharm.me
github.com/keitharm
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Technical Skills

Strong: Node.js/Javascript • C/C++ • Git • PHP • SQL/NoSQL • HTML/CSS

Experienced: Java • React • Angular • C# • Socket.io • Redis • Pen Testing

Professional Experience

Webcetera, L.P. (DBA 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
- Ported sections of the front-end codebase from Javascript to Typescript

Projects

Random User Generator | randomuser.me

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

RandomAPI | randomapi.com

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

Deadbird | keitharm.me/project/deadbird

Web service that tracks Twitter users and saves their deleted tweets

- Scrapped 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

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

Education

University of North Texas | Information Technology

2015–2019

Hack Reactor | Advanced Software Engineering Immersive Program

2015

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.