



Kanoa Haley

Software Developer

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evilkanoa

in Kanoa Haley

// PROFILE

Seeking a high-speed software development position that encourages constant learning and requires bountiful creativity. Getting my toes wet in the world of software development left me with a powerful passion and drive to innovate, create, and improve. I have a strong skill set in full-stack development, with recent specializations in React web apps and JavaScript micro-service development.

// LANGUAGES

JavaScript, Clojure, Kotlin, C, Java

// FRAMEWORKS

React, Redux, Android, Angular, Vue.js

// TOOLS

Node, Git, GraphQL, MongoDB, Postgres, Redis, DynamoDB

// INTERESTS

Climbing //

Involved in competitive climbing from 12 - 18 years old. Nowadays I spend my time on big wall traditional and sport climbing. I have completed many Grade III routes that involve at least 8 hours of time on the wall and generally are over 200m tall.

Slacklining //

Started slacklining in the summer of 2017, finished my first highline in spring of 2018, and started a Guelph-based slackline group in fall of 2018. I'm now pushing my records continuously.

// AWARDS

Code to Win //

Placed in finals for the past 3 years.

Climbing //

Placed 2nd provincially for 2 years consecutively in 2015 to 2016 and placed 22nd nationally in 2016.



EXPERIENCE

WEB APPLICATION DEVELOPER // ROADMUNK [Jan 2020 .. Aug 2020]

- Redesigned the internal analytics platform to allow **Segment.io and Amplitude** to be connected by **normalizing and structuring analytics data** which resulted in a minimum **2x time improvement** when requesting account specific analytics data.
- Designed and developed an authentication and authorization system using **NextJS, JWTs, JWSS, and DynamoDB** from the ground-up that **currently handles over 500 separate accounts**.
- Implemented support for the **OAuth 2 and SAML2** authentication protocols to allow **support for third-party application authentication through Roadmunk**.

IOT DEVELOPER (CONTRACT) // SHINYDOCS [Sep 2019 .. Dec 2019]

- Lead development of an IoT-based **arm64** prototype project.
- Worked on Linux systems building software packages with the **snap packaging system**.

SOFTWARE DEVELOPER // MAGNET FORENSICS [May 2019 .. Aug 2019]

- Developed and maintained digital case orchestration software which allowed forensics labs to complete **6x more cases**.
- Redesigned the build and optimization systems from the ground up using **Webpack 4** causing a **50% reduction in compile times** and a **90%+ reduction to bundle sizes**.
- Implemented a new set of granular data controls resulting in **doubling the amount of supported software**.

SOFTWARE DEVELOPER // MAPPEDIN [May 2018 .. Apr 2019]

- Improved and maintained over **5 micro-services** for **map design, maintenance, and deployment** software in numerous technologies including **React, Express, and MongoDB**.
- Refactored an **internal platform model** to improve data organization and relations requiring changes to **600+ venues** resulting in the cleanup and removal of over **100 entities of duplicated data**.
- Created **time-based events** within the company's data. **Events and time-based states** are now used by over **50% of clients** and allowed a **decrease in data editing times**.

SOFTWARE DEVELOPER // ZEITSPACE [May 2017 .. Aug 2017]

- Developed **3 full-stack applications** in **React, AngularJS, and Angular 2** with each supporting upwards of **5,000 users**.
- Designed and taught creative workshops for programming in modern languages such as **Kotlin** for groups of **10 to 20 developers**.
- Worked directly with clients** on projects to **iteratively improve** and refine **Android and Web** experiences.

SOFTWARE ARCHITECT // GAMED ACADEMY [May 2014 .. Sept 2016]

- Lead development of **2 full-stack education software suites** for use by teachers with support for over **2,500 students**.
- Decreased administration effort** by over **90%** and increased the **maximum students per semester** by a **factor of 10**.



EDUCATION

COMPUTER SCIENCE // UNIVERSITY OF GUELPH [Sept 2016 .. expected Apr 2021]

Bachelors of Computing, Computer Science (Co-op)
Mathematics Minor - 3.7 / 4.0 GPA

- University of Guelph Entrance Scholarship**; admission average above 90%
- Specialist High Skills Major Scholarship** in Information and Communications Technology