


HARRY KEIGHTLEY

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 harrykeightley

EXPERIENCE

Persephia 2023 - Present
Director & Software Developer

- Persephia consults on, and builds software solutions in the areas of artificial intelligence, edutech, entertainment, and general application development for government agencies and small businesses. I lead development and manage our small team.

University of Queensland 2021 - 2024
Senior Research Assistant

- Created and coordinated the development of low-resource machine learning transcription tools to assist linguists in gathering data from Indigenous communities for the purposes of language preservation and research.
- Created websites for related organisations and released some open source linguistics software for audio processing.

University of Queensland 2018 - Present
Academic Tutor *St Lucia, Brisbane*

- Taught various introductory software courses at UQ. As a senior member of the teaching staff, I created assessment pieces, automated testing and grading software, course video content, various

Edutech applications, and helped in initiatives to redesign course content for future semesters.

Iris Industries 2019 - 2022
Full stack developer

- Formed Iris Industries as a software consultancy, under which I provided freelance software development throughout university and after graduation.

University of Queensland 2021 - 2021
Course Developer

- Assisted in developing modern web development content, to address gaps in our faculty's Computer Science pathway.

Amazon 2020 - 2021
Software Engineer Intern *Brisbane*

- Provided back-end software development on the *wholefoods* team, with the purpose of improving customer experience during pick-ups at Amazon's grocery stores across the world.

EDUCATION

University of Queensland Graduated 2020
Bachelor of Science, Computer Science Major

TECHNICAL SKILLS

Languages	Typescript, Javascript, Python, Rust, Go, Java, Lua, Clojure, CSS, HTML
Frameworks	React, Next.js, Remix.js/RR, Django, TailwindCSS
Other	Docker, Firebase, GCP, Cloudflare, AWS, Jira, CI/CD
Interested	FP languages, Lisps, Language Design

OTHER PROJECTS

The Chaos Engine	An open source, Typescript, ECS game engine.
DnD Encounter Manager	Online encounter planning and running for DMs.
WordCrossing!	An online, daily word game. Deceptively hard.