

Kyle White

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EDUCATION

The Ohio State University

B.S. Computer Science and Engineering

GPA: 3.8

Aug. 2022 – May 2026

EXPERIENCE

Locations/Geospatial Software Developer Intern

Summer 2025

Kroger Technology

Blue Ash, OH

- Increased unit test coverage from 60% to over 90% across all 6 Locations and Geospatial service repositories
- Implemented CI/CD coverage gates in GitHub Actions to block merges below the 90% test coverage threshold
- Updated Helm charts, deployed to Kubernetes, and validated REST APIs with Postman collections
- Participated in Scrum ceremonies (daily stand-ups, sprint planning, backlog refinement, retrospectives)

IT Infrastructure Developer Intern

Summer 2024 (Full-time); Spring/Fall 2025 (Part-time)

Cincinnati Insurance Companies

Fairfield, OH

- Maintained and debugged Cincinnati Insurance's in-house monitoring/alerting platform
- Built automation scripts in Python, PowerShell, and C# to migrate off BMC TrueSight after a 700% price increase
- Engineered ETL pipelines to ingest and standardize events/metrics from Nagios, Dynatrace, and Splunk into a unified schema, and integrated with REST APIs to populate the replacement platform

Teaching Assistant for Foundations 1: Discrete Structures

Fall 2024

The Ohio State University

Columbus, OH

- Led weekly office hours for 30+ students to explain Big-O/asymptotic analysis, recursion, and proof techniques

Software Developer Intern

Summer 2022, Summer 2023

Siemens Digital Industries Software

Milford, OH

- Built app for tracking intern progress and reviews, used by the intern program team for 70+ interns each rotation
- Optimized performance, implemented features and fixed bugs for Siemens intern social media app (100+ users)

PROJECTS

Pickleball Analysis Web App | React, Vite, TypeScript, Tailwind, AWS

Live Site: pickle.kyle-white.com

- Built web app that computes and visualizes metrics from logged matches (point differential, streaks, standings)
- Implemented secure auth and league management with AWS Cognito; built REST endpoints via API Gateway and Lambda backed by DynamoDB

AI Game Recommender | React, JavaScript, Node.js/Express, MongoDB, AWS

Live Site: game.kyle-white.com

- Built a full-stack web app that ingests a user's library via the Steam Web API and generates similar-game suggestions using OpenAI API
- Designed REST endpoints in Express and persisted user/game metadata in MongoDB
- Deployed on AWS EC2 behind Nginx (reverse proxy, SSL/TLS) with frontend CI/CD via GitHub Actions

OSU Degree Audit Parser | React, JavaScript, Vite, Node, AWS

Live Site: degreeauditparse.kyle-white.com

- Developed during OSU Hackathon to parse degree-audit HTML and visualize progress with an interactive UI

Portfolio Website | React, Vite, TypeScript, Tailwind, AWS, GitHub CI/CD

Live Site: kyle-white.com

- Deployed to S3/CloudFront with a custom domain via Route 53 and HTTPS certificates (ACM); automated CI/CD (build, upload, CloudFront invalidation) using GitHub Actions

Legend of Zelda Recreation | C#, MonoGame, Git

- Collaborated on a 6-person Agile team to recreate the first dungeon; added a custom game mode and unique boss.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, Java, C#, C/C++, Go

Frameworks/Tools: React, Node.js/Express, Tailwind, Vite, Docker, Git, GitHub, GitHub Actions

Cloud/Databases: AWS (Amplify, Cognito, Lambda, API Gateway, S3, CloudFront, Route 53, EC2/Nginx), Kubernetes, Helm, PostgreSQL, MongoDB, DynamoDB, SQL Server (T-SQL, SSMS), REST APIs

Testing: JUnit (Java), Go (testing/testify)