

Kyle White

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Experience

Cincinnati Insurance Companies

IT Infrastructure Developer Intern

Fairfield, OH

May – August 2024, January – May 2025, September 2025 – Present

- 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, integrating with REST APIs to populate the replacement platform.
- Debugged and optimized SQL queries using SQL Server Management Studio to improve monitoring data accuracy.
- Performed software maintenance and debugging on the in-house monitoring/alerting platform to improve user experience.

Kroger Technology

Locations/Geospatial Software Developer Intern

Blue Ash, OH

May – August 2025

- Increased unit test coverage from 60% to over 90% across 6 repositories, improving release confidence.
- Implemented CI/CD pipelines with coverage gates in GitHub Actions to enforce 90% coverage and prevent regressions.
- Validated REST APIs using Postman, updated Helm charts, and deployed microservices via Kubernetes.
- Participated in Agile development ceremonies (stand-ups, sprint planning, retrospectives) and contributed to code reviews.

Ohio State University

Teaching Assistant, Discrete Structures

Columbus, OH

August – December 2024, August – December 2025

- Led weekly office hours for 30+ students, clarifying algorithm analysis, recursion, and proof techniques.

Siemens Digital Industries Software

Software Developer Intern

Milford, OH

June – August 2022, June – August 2023

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

Education

The Ohio State University, B.S. Computer Science and Engineering

Aug 2022 – Expected May 2026

GPA: 3.8 — *Dean's List All Semesters*

Projects

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

Live Site: game.kyle-white.com

- Developed and deployed a full-stack app that retrieves data from users' Steam libraries via the Steam API and generates personalized game recommendations with OpenAI; hosted on AWS EC2 with an Nginx reverse proxy for reliable delivery.

Pickleball Analysis Web App — React, Vite TypeScript, AWS

Live Site: pickle.kyle-white.com

- Built a full-stack web app for tracking league matches and generating analytics (streaks, point differential, standings).
- Implemented secure Cognito authentication and serverless backend using API Gateway, Lambda, and DynamoDB.

OSU Degree Audit Parser — React, Vite, Node.js, JavaScript, AWS

Live Site: degreeauditparse.kyle-white.com

- Built during OSU Hackathon to parse degree audits; OSU course search API for course data; interactive progress UI.

Portfolio Website — React, Vite, TypeScript, Tailwind, AWS

Live Site: kyle-white.com

- Deployed to S3/CloudFront; automated CI/CD (build, upload, CloudFront invalidation) using GitHub Actions.

Legend of Zelda Recreation — C#, MonoGame

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

Interpreter — Java

- Designed tokenizer, parser, and executor for a custom imperative language with nested scoping/recursion.

Skills

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

Frameworks: React, Node.js/Express, Tailwind, Vite, MonoGame

DevOps: Git, GitHub, GitHub Actions, Docker, Linux/Bash, Kubernetes

Cloud: AWS (Amplify, Cognito, Lambda, API Gateway, S3, CloudFront, Route 53, EC2/Nginx)

Databases: PostgreSQL, MongoDB, DynamoDB, SQL Server Management Studio

Software Testing: JUnit, Go test/testify, CI/CD coverage gates