

# Leon Kühne

603-443-2947 • leonkühne@gmail.com • leonk.dev

*A passion-driven leader at heart, a full stack developer at large.  
Seeking a full-time position as a Software Engineer.*

## **Software Engineer** • Ultimate Kronos Group Jan 2021 - Jan 2022

### *Testing Framework - Migration*

- Upgraded company-wide testing framework from ASP.NET to .NET Core
- Improved frameworks performance by 450% by running headless Linux containers on the cloud
- Presented updates to company, including process, instructions and scripts

### *Data Virtualization - Beta Release Support*

- Setup BI dashboard, visualizations, metrics gathering, and alerting service
- Reduced test environment storage by 95%
- Supported and integrated data virtualization solution

### *Cloud Deployments - Cloud Integration*

- Developed GCP deployment solution for test environments utilizing microservices and event sourcing

### *Technologies*

- C#, JS, .NET, Jira, Kibana, Graphana, PagerDuty, Kafka, NestJS, Angular

## **Software Engineer** • Innovative Solutions Jan - Mar 2020

### *WordPress Plugin - Cloud Integration*

- Developed a plugin for Well-Architected Reviews utilizing AWS

### *Technologies*

- Obtained AWS Certification and presented on GoLang
- AWS, Go, C#, ReactJS, VueJS, Wordpress

## **Technical Lead** • NHAS STEM Lab July - Aug 2019

### *Imaging AI - Object Tracking*

- Created system that counts endangered orchids in drone footage
- Led and educated an inexperienced team on machine learning

### *Technologies*

- Python, Keras, YOLO, RE3, Tensorflow

## **Software Engineer** • Ultimate Software May - Dec 2018

### *API Implementation & Release - Slack Integration*

- Released project to general public (GA)
- Handed off to long-term support with 87.5% test coverage
- Maintained over 36,000 users during projects beta release
- Integrated enterprise solution into Slack from start to finish

### *Technologies*

- Typescript, Kanban, Docker, NodeJS, TravisCI, TeamCity, Dialogflow

## EDUCATION

### **Rochester Institute of Technology**

September 2016 - May 2021

- BS in Software Engineering
- GPA: 3.67

## CERTIFICATES

### **AWS Cloud Practitioner**

Feb 2020

## TECHNICAL

### **Research/Build Engineer**

Cloud Services, Containerization, DevOps, Pipelines, CI/CD, Git BI Integrations, Metrics, Alerting, Scripting, Machine Learning, AI AWS, GCP, Bash, Python, Rust, C/C++

### **Backend Engineer**

Architecture & Implementation, RESTful Microservices, API Design, System Integration & Migrations Typescript, C#, Go, Rust, Python, Express, Linq, MySQL, MongoDB, Linux/UNIX

### **Web & Mobile Developer**

Design & Implementation HTML, Javascript, Typescript, Vue, React, Angular, Ionic

### **Strengths**

- Communication
- Technical Skills
- Problem Solving
- Attention to Detail
- Agile/Scrum Experience

### **Activities**

- Developer
- Musician
- Tinkerer
- Game Designer

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## PROJECTS • [github.com/leonkühne](https://github.com/leonkühne)

### **Software Consulting** • Vunderbar.ai • <https://vunderbar.ai> Sep - Dec 2022

Software consulting website  
• Implemented and deployed consulting website from design to specifications  
*Svelte, Sass, Pug*

### **Online Visual Scripting IDE** • F Project • <https://f.leonk.dev> Mar 2022 - Ongoing

Visually connect JS functions together  
• Designed, implemented and deployed solution  
• Extracted and released library for connecting and managing DOM elements as nodes in a browser  
*JavaScript, HighlightJS, PlumbJS, Nodel*

### **Node Traversal Notetaking App** • IdOrg Nov 2020 - May 2021

Organize your ideas into nodes, similar to Notion.so  
• Designed the app to support all devices with mobile friendly navigation  
• Implemented the backend using AWS Lambda's and DynamoDB  
*AWS, TypeScript, Ionic*

### **Personal Portfolio** • info.leonk.dev • <https://leonk.dev> Sep 2020 - Ongoing

Achievements, projects, and contact info  
*JavaScript*

### **Window Selector AI** • Carl-AI June 2019 - Ongoing

Select windows and dim unwatched displays in real time using only body language, for SwayWM on Linux  
• Designed and implemented a system which continuously improves during usage  
• Achieved results of more than 97% accuracy within seconds  
• Added real time learning support  
• Collected and pruned data from an Xbox Kinect depth sensor to only include a specific range  
*Python, Tensorflow, Linux, OpenKinect*

### **Food Ledger** • Share It • <https://store.leonk.dev> August - Dec 2020

Share your snacks and get paid back  
• Designed system to reducing duplicate food items in kitchen and eliminated planning struggles  
• Quickly implemented system focused on functionality and security  
• Deployed app in cloud and locally on virtual kiosk (using old always-on phone)  
*VueJS, AWS DynamoDB, AWS Lambdas*

### **Kinect Media Remote** • Wiggle Mar - June 2017

Use full body gestures to skip songs, pause/play musing, change the volume, and more  
• Designed and implemented application using an Xbox Kinect with Microsoft's official Kinect API  
*C++, Kinect SDK*

### **Hardware Playback** • Partly Triggered Sep 2016 - Jan 2017

User input hardware playback and recorder for Windows. Manage, edit, and extend recordings  
• Designed and implemented desktop application using custom command line interface  
*C++*

### **Windows Midi Equalizer** • MidiEq Aug 2016 - Nov 2017

Filter Windows audio output using MIDI controllers  
• Designed and implemented desktop application  
*C++, Equalizer APO*