

Leon Kühne

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*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

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