LEVI LEUTHOLD

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**EDUCATION**

B.S. SOFTWARE ENGINEERING TECHNOLOGY   
OREGON INSTITUTE OF TECHNOLOGY, KLAMATH FALLS, OR  
GPA 3.65

A.S. SOFTWARE ENGINEER TECHNOLOGY  
ROGUE COMMUNITY COLLEGE, MEDFORD, OR

**SKILLS**

NodeJS, C, C++, C#, .NET, JavaScript, Ruby, HTML, CSS, AWS, Lambda, S3, ECS Tasks, Docker, Cucumber/Gherkin, Nightwatch.js, Mocha/Chai, SQL Server, Big Query, Concurrent Programming, Jira, Scrum, Git, TFS, Unity Game Engine, Blender3D

**WORK HISTORY**

SOFTWARE DEVELOPMENT INTERN

CAMBIA HEALTH SOLUTIONS

Portland, OR

Jun. 2020 – Mar. 2021 (9 months)

Worked on a comprehensive data and analytics application for added value reporting. The app was designed with a microservices architecture in mind and built using NodeJS, Java, React, and AWS. I assisted in design/development and implemented backend solutions that added features.

SOFTWARE DEVELOPMENT INTERN

DAIMLER TRUCKS NORTH AMERICA

Portland, OR

Jun. 2021 – Current

Working with the aftermarket team to maintain and develop applications supporting trucks operating out in the world. Developed an E2E testing suite and fixed user reported bugs for an application that presents information on individual trucks.

**PROJECTS AND MERITS**

Coinbase Pro Crypto Trading Bot – PROJECT (2020-Present)  
A crypto trading bot made in NodeJS that uses the Coinbase Pro API to implement different trading strategies such as momentum trading.

Pyramid Crawler – PROJECT (2021)  
A turn based mobile game developed in Unity and Blender that plays on a grid and uses random number generated game mechanics.

Trader Invader – PROJECT (2019-2020)  
A team project that created a React/NodeJS web application that lets players compete in stock trading competitions.