Kevin Klatt

Full-Stack Engineer

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Summary

Hi, I'm Kevin! I'm a Full-Stack Engineer from Germany with a passion for web development.

With over 3 years of industry experience, I specialize in React, TypeScript, and Three.js.

I love bringing ideas to life through creative problem-solving and effective collaboration.

Skills

React • Node.js • Three js • C# • PostgreSQL • TypeScript • Express.js • Vue.js

Work Experience

Full-Stack Engineer

May 2024 – present

Wunschlachen GmbH (Berlin, Germany) • Full-time

Berlin, Germany

Technologies: Vue.js • Nuxt.js • TypeScript • GraphQL • PostgreSQL

- **Developed and launched** internal web applications at Wunschlachen, streamlining patient data management and enhancing efficiency in dental procedures.
- **Led the development** of a custom calendar from the ground up for managing patient appointments, enhancing organization and workflow for over 20 staff members.
- **Leveraged** TypeScript, Vue.js, Nuxt, Directus, and GraphQL to create a robust, efficient data management system tailored for the dental practice.
- **Converted** UI/UX Figma designs into fully functional web applications, enhancing the user experience for both patients and staff.

Software Engineer

Jul 2023 – Mar 2024 • 8 mos

Based Technologies (Hong Kong) • Full-time

Remote

Technologies: JavaScript • React • Node.js • AWS (Amazon Web Services) • Large language models

- **Optimized** AWS infrastructure for scalable storage and fast retrieval of hundreds of thousands of images and audio files, ensuring consistent and smooth performance.
- **Designed and implemented** user-friendly features that improved product functionality, boosting usability and significantly enhancing the overall user experience.

Software Engineer

Oct 2021 – Jul 2023 • 1 yr 9 mos

Webaverse (United States) • Full-time

Remote

Technologies: JavaScript • Three.js • GLSL • C# • React

- **Collaborated** on the development of key modules for a Game Engine, enhancing features that empower users to create more creatively using JavaScript and C++.
- **Collaborated** on integrating advanced AI systems to simulate human-like NPC behavior, enabling them to communicate, form relationships, and exhibit realistic human actions.

Projects

Portrait AI Art (Profile Photo Generator)
Feb 2024 – present

Technologies: Stable Diffusion • JavaScript • Node.js • Stripe payments • AWS (Amazon Web Services)

- Designed and implemented the entire backend infrastructure, ensuring robust performance and secure transaction handling.
- Designed intuitive UI and integrated AI algorithms for realistic output.
- Received positive user feedback, boosting engagement and traffic.

Cuti.ai - AI Chatting Platform
Jul 2023 – present

Technologies: React • Large language models • JavaScript • Tailwind • Node.js

- **Scaled** Cuti.ai to over 10,000 registered users, overseeing the exchange of millions of messages, in less than a year.
- **Led the creation** of an LLM-powered chatting platform, enabling interactions with AI bots and allowing image and voice message sharing.
- **Designed and implemented** a user-friendly front-end using React, Next.js, Node.js, and Tailwind CSS.
- **Developed** a robust backend to support a large user base and handle complex API requests, integrating image generation, text-to-speech, speech-to-text, and language models.
- **Raised** the first round of funding to support growth and further development of the platform.

Threejs Game - CrookTown (Grand Theft Auto Inspired)
Mar 2021 – present

Technologies: Three js • Physics simulation • JavaScript • Socket.IO

- **Developed** a sandbox-style GTA-inspired game using the Three.js library, featuring gameplay, weapon combat, and multiplayer functionalities.
- **Fostered** a small community of 300 players.

Languages

German (Native or bilingual proficiency)

English (Native or bilingual proficiency)