

CHRISTOPHER KAISER

in [chris-a-kaiser](#) [chris-kaiser-7](#) [my blog](#)

WORK EXPERIENCE

Cloud Native Computing Foundation

June 2025 - Current

Open Source Contributor

- Quickly ramped up from nothing to making PRs after a week for Kubernetes Gateway-API sig.
- Created testing utility to quickly test implementations against API conformance.
- Pushed PRs to add and fix conformance test issues.

Dataannotations.tech

Jan 2024 - May 2025

AI Collaborator

- Developed end to end applications rapidly by leveraging Gen AI.
- Routinely identified strong and weak areas of LLM code generation.
- Optimized LLMs to improve their code generation quality.
- Utilize prompt engineering strategies to yield better results from LLMs by improving correctness.

Lantronix

Sep 2019 - Oct 2023

Senior Software Engineer

- Developed firmware for embedded systems in Go to meet customers needs for specific network solutions.
- Designed, developed, and maintained frontend and backend code bases for IoT projects and smart switches where I personally committed over 100k lines of code.
- Identified and patched multiple critical security vulnerabilities in user facing products.
- Created reliable and well documented Python Flask REST APIs and WebSocket APIs to support IoT features.
- Created a modular web interface using React and Material UI that supports a range of products.
- Developed React Native Android app that allowed users to interface with a smart switch via Bluetooth or NFC.
- Leveraged Go, Bash, and Linux system utilities to improve productivity and efficiency for CD/CI.
- Created robust solutions for TCP/IP implementations.
- Worked on AWS cloud services to deploy configurations to edge devices.
- Mentored junior engineers on project implementations and best practices.
- Worked closely with product management to provide specific solutions to meet customer needs.
- Continually delivered quality bug fixes every maintenance cycle.
- Developed Feature support for smart switch features including: LLDP, DDMI, network statistics and status, PoE configuration and scheduling, alarm management, SNMP management, firmware management, syslog interface, DHCP, VLAN management, Bluetooth interface, NFC, and cable diagnostics.

Cognizant

Feb 2019 - Sep 2019

Software Developer

- Developed software for international manufacturing plants using C#, JavaScript and AngularJS. Created automation processes to eliminate repetitive tasks and minimize development time. Directed and coached offshore team.

Guttersnipe Games

Oct 2016 - Oct 2018

Unity3D Developer

- Developed independent modules using Unity3D and C#. Created unit tests to improve quality of code. Applied functional paradigm to allow for more code reuse. Created user interfaces for virtual reality systems.

SKILLS

Programming Languages:

Go (Golang), C, Python, Typescript

Technologies:

Backend: Flask, FastAPI, PostgreSQL, K8s, Docker, WebRTC(Pion)

FrontEnd: React, Next.js, Tailwind

Kubernetes: Helm, OpenShift, Kubectl, Kind

Others: Git, Bash Scripting, Makefiles, YAML, AWS, TCP/IP

EDUCATION

University of Central Florida

2012 - 2016

BSc. Computer Science