Christian Kuss

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SKILLS

PROGRAMMING

- Python, C++, Java, C#, Ruby/Rails, Javascript
- Familiar with C, LaTeX, MATLAB, React, Golang

SOFTWARE

- AWS, Arduino, Docker, Git
- Unity, SolidWorks, AutoCAD, 3DSMax

EXPERIENCE

MICROSOFT | Software Engineering Intern — May '21 - Jul '21
Remote | C++, C#

- Extended Azure cold storage capabilities to lower WAN costs for duplicating data using erasure coding
- Focused on increasing efficiency of data storage across multiple regions
- Followed test driven development standards to flush out design flaws

AMAZON ROBOTICS | Software Engineering Co-op — Jan '20 - Jun '20
North Reading, MA | Java, C#

- Developed an image generator using C# and Unity for creating a machine learning training set
- Implemented feature requests into custom gradle CLI package
- Created standalone service using AWS Batch with GPU enabled docker images

TABLECHECK INC. | Software Engineering Co-op — Jan '19 - Jul '19
Tokyo, Japan | Ruby, Rails, Elixir

- Implemented a low-level "rescue service" using React and DynamoDB
- Developed a payment platform microservice in Ruby that adapts to third party APIs
- Wrote and performed detailed test cases using RSpec

EDUCATION

NORTHEASTERN UNIVERSITY | BS in Computer Engineering | Minor in Math
Boston, MA

Relevant Courses: Wireless Sensors & IoT | Machine Learning | Artificial Intelligence | OOD Electromagnetics | Embedded Design | Engineering Algorithms

PROJECTS

SMARTYPILL — In Progress
React, Python, Golang

- Eliminates error in taking prescriptions by dispensing correct dosages on a user-defined schedule
- Developing a full stack environment with a React web portal, RESTful API, and on-device GUI
- Incorporated as L.L.C. in July 2020

THE TEMPLE — Sep '20
Python, Arduino

- Reduced daily monotonous tasks through automation with a custom Alexa Skill
- Hosted a public web server on a RaspberryPi to communicate with local ESP-8322 nodes
- Completed tasks such as closing blinds, turning on lights, and customizing LED light strip colors

RETRO EYE — Oct '19
Python

- Created a tetris game that is controlled using computer vision
- Sends images to Google Cloud Vision API to get eye location from Camera
- Uses position of eye to determine where to move tetris piece